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- *Electronic Gaming Monthly*

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PUBLISHER
T. KIMISHIMA

EDITOR IN CHIEF
YOSHIO TSUBOIKE

MANAGING EDITOR
SCOTT PELLAND

SENIOR EDITORS
JESSICA JOFFE STEIN
GEORGE SINFIELD

STAFF WRITERS
ALAN AVERILL
JESSICA FOLSOM
STEVEN GRIMM

CONTRIBUTING WRITER
GUY BACCI

EDITORIAL CONSULTANTS
GEORGE HARRISON
PETER MACDOUGALL
DAN OWSEN
PHIL ROGERS
JACQUALEE STORY
JUANA TINGDALE

COPY EDITOR
CANDACE ENGLISH

ASSISTANT PRODUCTION MANAGER
MACHIKO OEHLER

PRODUCTION COORDINATORS
CORINNE AGBUNAG
MAYUMI COLSON

ART DIRECTOR
KIM LOGAN

SENIOR DESIGNERS
JIM CATECHI
TIM GARRET

DESIGNERS
REBEKAH LANE
ANDY MYERS
DAVID WATERWORTH

PRODUCTION ASSISTANT
CHRISTOPHER SHEPPERD

DESIGN, GAME STRATEGY & ILLUSTRATION
V-DESIGN INC.

V-DESIGN INC. ART DIRECTOR
YOSHI ORIMO

V-DESIGN INC.
JILL ANDERSON
DEANNA BAKER
ADAM CROWELL
OLIVER CROWELL
MATT FISHER
BRIAN JONES
SONJA MORRIS
JOHN RICE

COVER DESIGN
GRIFFES ADVERTISING

SALES AND MARKETING MANAGER
JEFF BAFUS

MARKETING SPECIALIST
MALINDA MILLER

FOR ADVERTISING INQUIRIES, CONTACT
NP.ADVERTISING@NOA.NINTENDO.COM



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PLAYER'S PULSE

Some of the most treasured tales are those that have survived the ages. The myths, folklore and legends that shaped history have inspired today's creative minds. In this month's Write Away, Right Away, you voiced which mythological creatures you'd like to see star in a game.

MYTH & FOLKLORE IN THE VIDEO GAME WORLD

A game should be made solely about a princess of sorts. You know, the classic kingdom being ransacked, and she discovers that she has magical powers—no warrior prince to save her. Or maybe a game about how Link's little fairy friend, Navi, came to be! Just a thought.

Cyberwolf101
Via the Internet

The only myths I want to see have their own games are the legendary dragons. They are so cool! Whip Volvagia out of The Legend of Zelda: Ocarina of Time (revive him of course) and give him his own game—but not some flying action game, give us another Nintendo RPG. Leveling up a dragon would rock!

Ginny Culhane
Via the Internet

I say, forget one mythological creature—create a game full of them! More D&D games! My favorite mythological (ahhh mythological... I love that word) creature is the basilisk.

Enty the Great
Via the Internet

You'll probably love the good ol' D&D roots of Baldur's Gate: Dark Alliance for the GCN.

You should make a game with a ton of mythical creatures. You should include creatures such as centaurs, satyrs, mermaids, sirens, unicorns, phoenixes, dragons, chimeras, basilisks, werewolves and sea serpents. That would make an awesome game.

Jake Endres
Via the Internet

You should make a game for the Loch Ness Monster. It would be from Nessie's point of view. She'd have to navigate her way around the lake, while trying to escape the scientists and hunters after her. It would be cool to play from the monster's perspective!

MissyMagma
Via the Internet

The only mythological creatures who deserve a game are the gods and goddesses of Ancient Greece. With all their different powers—lightning, love, hate, death—it would be very cool.

MMADMONKEY05
Via the Internet

What about Johnny Appleseed? You could be the best at "bobbing for apples" tournaments, or find his granny's special "Smith apples." When you beat the game, you could found Leominster, MA, and sell all your apples to Tom Nook!

Tim Kelley
Via the Internet

LETTER OF THE MONTH

I was recently reading through Player's Pulse in Volume 162 and two things caught my interest—two girls to be more specific. The winner of the DigiPen essay contest and the girl who met Mr. Miyamoto in Japan. They're both very lucky girls! I know a few girls who play video games, but none seem as interested in them as those two, or myself. I've never met a girl who wants a career in the gaming industry! I want to be a game designer too, and I want to go to Japan.

Wanting to meet or at least talk to these girls helped me come up with a great idea—a "Nintendo Meeting Place." It could be a section of NP or an area of nintendo.com. People who have interests in Nintendo, making games, playing games, and anything else could use this. A meeting place for pen pals (or keyboard pals, if you will).

Steve
Via the Internet

If you're an NP subscriber, check out NSider—Nintendo's online community—at nintendo.com. You can chat with Nintendo fans and the NP staff weekdays from 3:00-6:00 p.m. PST. See you there!

A cool game idea would be a game that features the Greek gods and goddesses. You could play as any Greek deity, such as Zeus, Ares, Poseidon, Hera, or others! Each god or goddess would have a special technique or attack—Zeus could fire lightning bolts, and Poseidon could summon tidal waves. The gods and goddesses could travel on Mt. Olympus, Earth, or even follow history. For example, Zeus could guide Hercules, or Cronus could eat his children (strictly Teen-rated, of course). It could be educational and action-packed!

XanderC
Via the Internet

The best choice for a mythological character to have their own game is definitely Odysseus. I mean, think about it—after you massacre everyone in the city of Troy (via the Trojan Horse), you get to go on a long sea journey where you encounter cyclopses, sorceresses, sirens and even the angry god of the sea, Poseidon. I would love a game like that!

Joe Kasenga
Via the Internet

I think the mystical creature that deserves its own game is the dragon. I'm not talking about some goody-two-shoes, fly-around-and-try-to-save-the-world story. I'm talking your big, bad, fire-breathing, acid-spitting, lightning-shooting, gas-breathing, ice-firing BAD GUYS! I want to see a big, bad dragon send the world into tyranny! I think it's time that the evil dragons took a stand against the good guys. Nearly every game with a dragon in it is about how the hero saves the world from the evil dragon—there should be a game where you are that evil dragon. You'd be strong and have pitiful minions who would do all your dirty work. You'd get to fight the good guys, capture the princesses, and take control of kingdoms by attacking the castles and villages—you could even command an evil army!

Bob Athena
Via the Internet

It'd be fun to play a dancing game with Paul Bunyan in it. Hit the right buttons to avoid being squashed!

LWall 53
Via the Internet

Alan Averill should have his own game for GCN! I mean, he is a strange, mythological creature. He is blue and small and he is also probably one of a kind. He also has a high level of intelligence. (How else would he help write the magazine?) So, go suggest this game to your developers!

Robert Lawrence
Via the Internet

What every ambitious slime aspires to be—a video game star!

Paul Bunyan isn't such a bad idea, but make a game about how he traveled across the land of America doing jobs, playing around making national historic parks, etc.

Christopher Carmona
California

The manticore should get a game! It has the body of a lion, head of a man and tail of a scorpion. The game could be Manticore Party with Manticario, Manticuigi and Mantipeach.

Sean Brown
Via the Internet

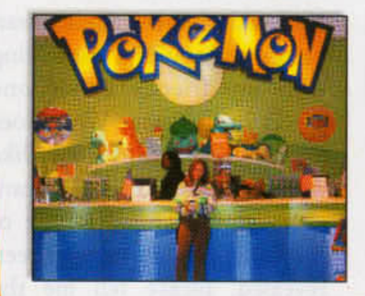
Hmmm... mixing ancient mythical creatures with Nintendo characters. Interesting.

I think it would be awesome to see a game set in early times where you could play an Asgardian god—like Odin, or the mighty Thor. It would be awesome to wield so much power. You could try to keep your worshippers happy, while trying to

YOU'RE A WINNER!

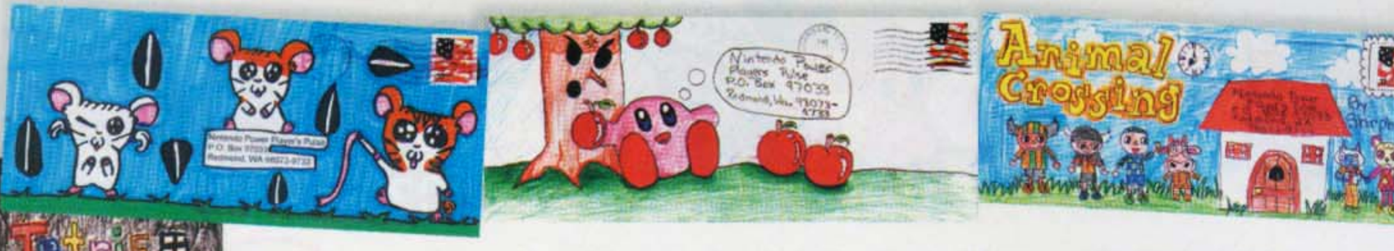
Katie Callahan was the lucky winner of the Pokémon Center NY sweepstakes from Volume 159. She won a trip to New York for the premier of Pokémon: 4Ever, and a $300 shopping spree at the Pokémon Center NY. Katie cleaned up at the Pokémon Center NY—she was able to download a rare Celebi onto her Pokémon Game Pak. She was also taken to the premier of Pokémon 4Ever in a stretch limo. On her trip, Katie visited the Statue of Liberty, The Lion King Broadway show, and Madame Tussaud's Wax Museum, where she had a wax replica of her hand created.











convert others. The god boss battles would be awesome!

Dark Magik
Via the Internet

MARIO MARIO?

I have a question regarding the Super Mario Bros. If the Mario Bros.' last names are Mario (which the name implies), does that mean that Mario's full name is Mario Mario and Luigi's full name is Luigi Mario?

Jacob Bloomfield
Via the Internet

As funny as it may sound, yes, Mario Mario and Luigi Mario are the Mario Bros.' full names.

RF-SWITCH COMPATIBILITY

I have a very important question. When I was disconnecting my GCN to plug in my N64, I noticed something very peculiar. The RF Switch for the GCN is exactly the same as the one for the N64. So, I was wondering—are the RF Switches interchangeable? I haven't tried it yet because I don't want to risk something happening to my systems. Do they really work on either system?

Joey Rodz
Via the Internet

The Nintendo RF Switch and Modulator set is compatible with all Nintendo systems. You can even hook your two systems up together so you don't have to disconnect them.

NINTENDO GAMECUBE ONLINE

I was just wondering if there would be a fee for all GCN games that are online-capable, other than the Internet- provider fee. I think other gaming companies let the developer of the game decide whether there will be an extra Internet fee or not. Is that the way Nintendo is set up?

Nathan Shotts
Via the Internet

Nintendo currently does not charge an extra fee for playing a GCN game online. Such a decision is left up to the publisher of an Internet-compatible game, since it is responsible for the maintenance of the game and its online servers.

ODE TO SAMUS

Now with the new Samus Aran game out for GCN, I was talking with my friends about one aspect in question. What does Samus Aran really look like without her armor on? I mean, we've got to know! If one of those rare pictures has ever been revealed, please tell me the whereabouts. Thanks!

Matt
Via the Internet

Maybe if Samus is victorious in Metroid Prime for the Nintendo GameCube, she'll be inclined to take off her helm for a little break.

My younger sister and I are having an argument. We disagree about how you pronounce the "u" in Samus's name. My sister says the "u" sounds like it does in the word "us," but I think it sounds better to pronounce the "u" like is sounds in the word "you." Please help!

Sean Stuekerjuergen
Via the Internet

The "u" in Samus Aran's name is supposed to be pronounced as a soft "u" as in the word "us." Although your sister is correct, there's no law saying you absolutely must pronounce it that way.

LOVE FOR THE GAMES

I am wondering, how does the NP staff do so many game reviews and previews every month? I mean, you have to play the games to review them, and playing them only once couldn't make a good review. How do you guys do it?

Alex Leighton
Via the Internet

The NP staff loves games! Several staffers will play through each game a few times—developing great strategies and helpful tips and identifying highlights for our readers.

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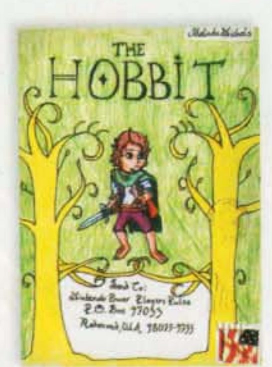
WRITE AWAY, RIGHT AWAY

Where there's a Nintendo game, there's always a gaggle of stuff featuring the game's characters. We'd like to hear about the funniest Nintendo game products that you've seen. It could be anything from a toy to a toothbrush to a pillowcase. Maybe you even invented something yourself. How far do you go in your love of collecting Nintendo stuff? Consult the 411 section on page 180 to find out where to respond.

PLAYER'S PULSE ARTIST'S GALLERY



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Melinda Nichols
Arizona



Bianca Howell • Illinois



Jasmine Coté • Wisconsin

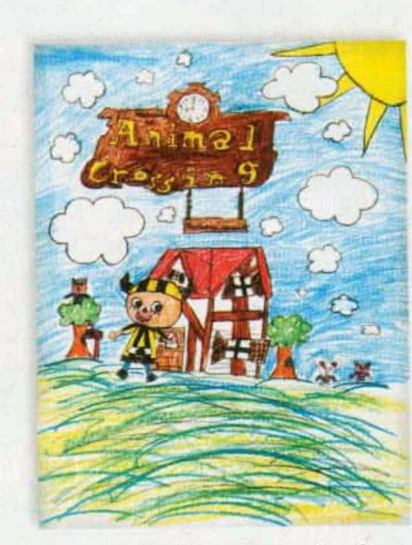


Louis-Justin Guay • Quebec

Adam Lang • California



M. McCord • Tennessee



Brendon Houck • Pennsylvania



Jerome Rodney • New York



POWER CHARTS.164

Lots of new titles on the charts this month as gamers gear up for the holiday season. For those of you perusing at the sales chart and wondering where Metroid Prime ran off to, take heart. Metroid was released in late November, so you won't see it on the list of top-selling games until next month. Also take a look at the anime craze! Since the madness can't be stopped, the NP Krew decided to get long, spiky haircuts and join the crowd.

KEY: NINTENDO GAMECUBE | GAME BOY ADVANCE | GAME BOY COLOR

TOP-SELLING GAMES*

Rank	Title	Prior Position	Months on Chart
1	MARIO PARTY 4	•	1
	YU-GI-OH!: THE ETERNAL DUELIST SOUL	•	1
2	STAR FOX ADVENTURES	2	2
	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	2	2
3	SUPER MARIO SUNSHINE	1	3
	YU-GI-OH! DARK DUEL STORIES	1	6
4	ANIMAL CROSSING	3	2
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	3	10
5	GODZILLA: DESTROY ALL MONSTERS MELEE	•	1
	DRAGON BALL Z: THE LEGACY OF GOKU	4	6
6	TIMESPLITTERS 2	•	1
	SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN	•	1
7	SUPER SMASH BROS. MELEE	6	11
	SONIC ADVANCE	8	10
8	TONY HAWK'S PRO SKATER 4	•	1
	MADDEN NFL 2003	•	1
9	PHANTASY STAR ONLINE	•	1
	SPIDER-MAN	•	6
10	NEED FOR SPEED: HOT PURSUIT 2	•	1
	SPYRO 2: SEASON OF FLAME	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE*

Rank	Title	Prior Position	Months on Chart
1	METROID PRIME	1	7
	METROID FUSION	1	7
2	THE LORD OF THE RINGS: THE TWO TOWERS	2	2
	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	2	7
3	BALDUR'S GATE: DARK ALLIANCE	6	3
	KIRBY: NIGHTMARE IN DREAM LAND	6	3
4	JAMES BOND 007: NIGHTFIRE	•	1
	SUPER MONKEY BALL JR.	•	1
5	SKIES OF ARCADIA LEGENDS	3	2
	CONTRA ADVANCE: THE ALIEN WARS EX	5	4
6	ANIMAL CROSSING	10	7
	CAR BATTLER JOE	•	2
7	RESIDENT EVIL ZERO	7	3
	HARRY POTTER & THE CHAMBER OF SECRETS	•	1
8	TIMESPLITTERS 2	5	7
	GOLDEN SUN	4	13
9	SUPER MARIO SUNSHINE	4	7
	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	7	4
10	PHANTASY STAR ONLINE	8	6
	SAMURAI JACK: THE AMULET OF TIME	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

	Title	Platform	Prior Position	Mo. on Chart
1	THE LEGEND OF ZELDA	GCN	1	13
2	FINAL FANTASY: CRYSTAL CHRONICLES	GCN	•	1
3	POKéMON RUBY/SAPPHIRE	GBA	•	3
4	GOLDEN SUN: THE LOST AGE	GBA	2	7
5	HARVEST MOON: A WONDERFUL LIFE	GCN	3	5

 nintendopower.com

GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Capcom stuns the world by announcing five exclusive games for Nintendo GameCube, including Project Number 03 and Resident Evil 4.

THE SPOTLIGHT

Final Fantasy: Crystal Chronicles



Final Fantasy fans rejoice! Crystal Chronicles is on the way for Nintendo GameCube, and Game Watch gives you the first look.

The Legend of Zelda: The Wind Waker



Link becomes a master of the winds in his GCN debut. Game Watch explores the amazing new adventure for the first time.

BattleBots



The construction is just as fun as the destruction in THQ's BattleBots for Nintendo GameCube.

Black & Bruised



Majesco enters the boxing ring with a fun, comical take on the pugilistic arts. Black & Bruised leaves you dizzy with delight.

Rayman 3: Hoodlum Havoc



Rayman's second adventure for Game Boy Advance is a graphical treat—just like the first, but even prettier and more fun.

Dragon Ball Z: Legendary Super Warriors



Gohan and all our favorite characters from DBZ are back, this time in a card battle RPG for GBC.

THE GAMING NEWS FOR JANUARY 2003

CAPCOM EXCLUSIVES FOR NINTENDO GAMECUBE

If you own a Nintendo GameCube, you already have several reasons to thank Capcom—Resident Evil, Resident Evil Zero and Capcom vs. SNK 2 EO to name a few. But those games are just the beginning of the fun. In a recent announcement in Japan, Capcom revealed that it is working on five GCN-exclusive titles. An all-new Resident Evil—Resident Evil 4—heads up the group. The other games present original ideas and range from shooters to action-platformers. Capcom hasn't provided an estimated date for RE4's release in Japan, but the four other games are scheduled to be released in Japan this year. There's no word yet on the North American schedule. Check out this month's Gallery to see the first, exclusive shots of all five remarkable titles.

WOLVERINE COMES TO GBA

Good news for X-Men fans—this May, Activision will release X-Men: Wolverine's Revenge to coincide with X2 the movie. Players follow Wolverine on a quest to uncover his mutant origins at the Weapon X facility. The game features an original story divided into eight episodes and 20 levels. Wolvie has full use of his adamantine strengths, which comes in handy when he faces the likes of Sabretooth, Pyro, Phoenix and Magneto. Vicarious Visions is using scaling cameras to give the action a cinematic appeal. The GCN Wolverine's Revenge will debut at the same time.

VIVENDI CRAVES MACE

Vivendi Universal has picked up two action titles from Crave for release on Nintendo GameCube later this spring—Mace Griffin Bounty Hunter and Enclave. Mace Griffin is a shooter with vehicle action set in the future. Enclave is a hack-and-slash action title that takes place in a fantasy setting with dark and light worlds to explore. Both games have superior graphics, which we hope to showcase next month in Game Watch.

BANDAI PUMPS MUSCLE

Bandai's FoxBox wrestling show is spinning off games to both Game Boy Advance and Nintendo GameCube this year. Ultimate Muscle: Legends vs. New Generation transports the new generation wrestlers back in time to face the legends. It's all part of a plot by Meat, the trainer, to test the wrestlers. The GCN game will feature 20 Ultimate Muscle characters and a create-your-own-superhero mode.

BUBBLE TROUBLE

You can join dinos Bub and Bob to relive a classic arcade experience when Empire Interactive brings Taito's classic Bubble Bobble to Game Boy Advance this spring. Bubble Bobble Old and New will feature the original Bubble Bobble action game from 1986 and a new version with updated graphics and some advanced features that help you keep track of special items.

GAME BOY IS A PLAYER

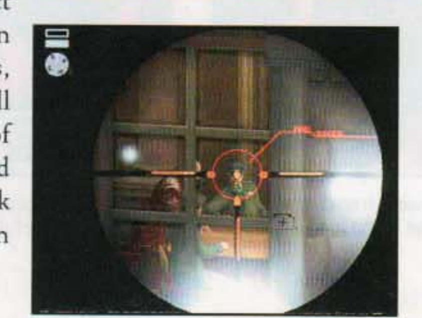
Game Boy Advance is the greatest handheld game console in history, and it's soon to become one of the best TV consoles, as well. Nintendo has announced the release this May of the Game Boy Player—an amazing accessory that plugs into the bottom of your GCN and allows you to play almost any Game Boy, Game Boy Color or Game Boy Advance title on your TV. The picture appears full-screen or framed, and you control the action with the GCN Controller or a linked GBA. You can even play multiplayer matches with one player viewing the action on the TV and the others playing along on their GBAs. We plugged in Metroid Fusion for a test run and were stunned by how good it looked and felt. The Game Boy Player expands the GCN library (already over 180 titles) to well over 1,000 games. In Japan, the unit will be priced at about $41, but there's no pricing info for North America at this time. Stay tuned.



HITMAN 2 IS LOOKING FOR YOU

Eidos has announced that Hitman 2: Silent Assassin is on its way for GCN. Janos Flosser, game developer IO Interactive's managing director, says, "We are very impressed with the [Nintendo] GameCube and feel that Hitman 2 and the console are a perfect match." We agree, Janos. In the next few months, mature GCN players will step into the silent shoes of a genetically engineered assassin to begin their dark careers. The third-person shooter is due this spring.





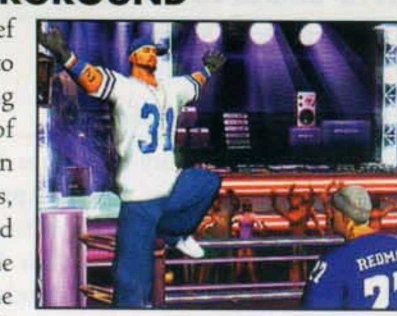
E.T. WON'T GO HOME

E.T.'s cinematic return to earth last year wouldn't be complete without a video game featuring the world's favorite alien. In E.T. The Extra-Terrestrial: The Search for Dragora, NewKidCo presents an adventure that takes E.T. to five planets. He must find special plants to help him restore the Dragora plant of his home. Young players and E.T. fans will enjoy the game's puzzles and film-inspired sound track.



DEF JAM UNDERGROUND

EA Sports BIG and Def Jam are getting together to create a unique fighting experience with some of the hottest names in hip-hop. DMX, Ludacris, Redman, N.O.R.E. and Scarface are just a few of the artists who appear in the ring (and in the music credits) for Def Jam Vendetta. The fighting action takes place in 10 underground clubs with 45 fighting characters and the type of over-the-top moves that you would expect from EA Sports BIG. AKI Corporation—the ultimate masters of fighting and wrestling games—and EA Canada are developing the game. Players move from club to club, challenging other fighters in settings filled with animated crowds and original music. The game boasts 1,500 moves, including signature special moves and taunts.





PUZZLES FOR JAPAN

Nintendo has announced the January release of Nintendo Puzzle Collection for GCN in Japan. The disc contains three classic puzzlers: Dr. Mario, Yoshi's Cookie and Panel De Pon—known as Tetris Attack in North America. There's no word yet on if or when the collection will reach our shores.



THQ SNEAK PEEK

THQ is bringing another great action game to GCN in 2003. The Game Watch Krew took a field trip to Cranky Pants Games, where they saw Summoner: The Prophecy (top) and Red Faction II, both in development and looking sweet. RF II pits six nano-enhanced warriors against Chancellor Sopot's evil regime. The game is a first-person shooter with stealth and puzzle elements, and it lets players operate four types of vehicles. Both games will be released this spring.





THE LEGEND OF ZELDA: THE WIND WAKER

Game Type: Action Adventure
Publisher: Nintendo
ETA: March 2003
System: Nintendo GameCube

From the nautical ditty that plays at the beginning of the game to the expressive faces of Link and all the characters you meet, The Legend of Zelda: The Wind Waker for GCN exudes a unique and captivating style. Welcome to the largest, most colorful world of any Zelda game. Link sails the seas to foreign lands, battles horrifying enemies, solves clever puzzles, explores vast lands and dungeons and learns to master the wind's powers. What's more, the Zelda faithful in Japan who preordered The Wind Waker received a special gift—a free two-game GCN disc including The Legend of Zelda: Ocarina of Time and a never-before-released version of that game with much more challenging dungeons. The North American release has been set for late March. Next month, NP will report on all the launch activities for the ultimate Zelda game on this side of the Pacific.


As always in Zelda games, Link uses objects, such as a telescope, to solve puzzles and obtain items.


Link sails the seas in a sailboat, searching for new lands to explore.


The wind plays a major role in the new adventure. Here, Link parachutes out of trouble.


Link will face a host of colorful enemies in the overworld and in dungeon quests.

BATTLEBOTS

Game Type: Fighting
Publisher: THQ
ETA: February 2003
System: Nintendo GameCube

THQ is getting ready to kick some bot with BattleBots for Nintendo GameCube. All the nuts and bolts of the popular TV show are included—tournaments, hazards, popular bots, such as Nightmare and BioHazard. But the biggest thrill is creating your own custom bot and taking on the competition, which can include up to three of your bot-building buddies.


You can switch the camera view from the sidelines to a closer view of the action in the arena.


Choose from dozens of weapons and components to build a powerful bot that can make the cut.

BLACK & BRUISED

Game Type: Boxing
Publisher: Majesco
ETA: January 2003
System: Nintendo GameCube

With colorful characters and great sparring in the ring, Black & Bruised looks and feels like a next-generation Punch-Out!! But Majesco's boxer for GCN has lots more going for it. The Boxer's Life Mode is one of the best story modes ever. The narrative between rounds tells humorous tales and sets the stage for upcoming bouts. B&B is a real knockout.


The bouts take place in unique 3-D locations. Many of the fights aren't in rings at all.


Fighters use punch combinations to wear down opponents and super punches to score K.O.s.

DRAGON BALL Z: LEGENDARY SUPER WARRIORS

Game Type: RPG
Publisher: Infogrames
ETA: January 2003
System: Game Boy Color

Dragon Ball Z comes to life on Game Boy Color this winter with a new RPG from Infogrames. The game begins with Goku's defeat by Raditz, leaving Gohan to train with Piccolo. The training session breaks down the complexities of the card-battle system. Players learn to build custom decks from five types of cards and to battle effectively with them. When players are ready to move on, the game launches into stages based on TV episodes from the Saiyan Saga through the Cell and Buu Sagas. Gohan battles Nappa, Vegeta and Frieza, and that's just the beginning of the adventure. DBZ: Legendary Super Warriors includes a two-player Battle Mode, a Multiplayer Mode and a one-player Story Mode. DBZ fans interact with all their favorite characters, battle despicable foes and even employ familiar attacks from the TV shows. It's a Dragon Ball must-have with far more complexity than last year's DBZ adventure for GBA.



You use card decks to perform attack and defend moves during a battle.



Instead of playing a card, Gohan can gather power during his attack phase to prepare for his next move.



You must choose a defensive card or move to block or blunt your opponent's attack.



Each card presents extensive data. To build a quality deck, you'll have to know each card's strengths.

RAYMAN 3: HOODLUM HAVOC

Game Type: Platform
Publisher: Ubi Soft
ETA: March 2003
System: Game Boy Advance

Rayman's new GBA adventure begins when Globox stupidly swallows the Lord of the Dark Lums, which enrages an army of Hoodlums. Rayman collects powers as he battles the Hoodlums and progresses to new levels in search of Globox. Like Rayman Advance before it, Rayman 3 is a platformer's dream.


Rayman's famous helicopter gliding move is just one of his many special abilities.



Some stages, such as the waterskiing stage, give you a 3-D perspective on the action.

PROJECT: DIGIPEN

Imagine a terrifying monster chasing a little boy through the dark, empty stores of a closed mall. DigiPen sophomores Taylor Clark, Ryan Juckett, Kevin Neece, Allen Sun and Charles Schilling, with art and audio help from Brent Thomas and Mike Jones respectively, thought that scenario would make a fun game, and they called it Mall Monster. In the role of the lost boy, a player sets traps for the monster and follows text-message clues that appear in thought bubbles. The monster is attracted by the sounds that a player makes when moving around and using items. If the monster gets too close, it can spot the player and charge. As the distance between monster and player diminishes, fear begins to affect the character's speed. Eventually, the boy might even faint and fall to the floor with a thud, attracting the monster. Talk about shopping 'til you drop!



For more information on DigiPen and to download a copy of Mall Monster to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.

JANUARY GALLERY OF GAMES

This month's gallery contains a special treat for Capcom fans. Submitted for your viewing pleasure are five upcoming, GCN-exclusive titles. RE4 is the only recognizable name, but some of Capcom's top talent is developing the other four games. Look and dream. The future is bright.

Dead Phoenix





Killer 7







Project Number 03







Resident Evil 4







Viewtiful Joe







EPIC CENTER

BREAKING NEWS!

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ファイナルファンタジー・クリスタルクロニクル

Just before we went to press, NP received two late-breaking notices. The first was news that RPG giants Square and Enix have decided to merge into one company, and the second was a batch of incredible Final Fantasy: Crystal Chronicles screen shots! We'll have more information about both events in next month's Epic Center, but for now, just sit back and enjoy the screens!

















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LIVE ORCHESTRA MUSIC

01. Planet Corneria 02:05
Music from Star Fox (Super NES). ©1993 Nintendo
Original music by Nintendo Co., Ltd.; Hajime Hirasawa.
Arranged by HAL Laboratory, Inc.; Hirokazu Ando.

02. Jungle Garden 02:57
Music from Donkey Kong Country (Super NES). ©1994 Nintendo
Original music by Rare. Arranged by HAL Laboratory, Inc.; Shogo Sakai.

03. Great Bay Shrine 04:14
Music from The Legend of Zelda (NES) and Zelda II: The Adventure of Link (NES). ©1986, 1987 Nintendo
Original music by Nintendo Co., Ltd.; Akito Nakatsuka/Koji Kondo.
Arranged by HAL Laboratory, Inc.; Shogo Sakai.

04. Dr. Mario 04:04
Music from Dr. Mario (NES). ©1990 Nintendo
Original music by Nintendo Co., Ltd.; Hirokazu Tanaka.
Arranged by HAL Laboratory, Inc.; Shogo Sakai.

05. Original Medley 05:00
Music from Super Smash Bros. Melee (Nintendo GameCube). ©2001 Nintendo/HAL Laboratory, Inc.
Original music by HAL Laboratory, Inc.; Jun Ishikawa/Hirokazu Ando.
Arranged by HAL Laboratory, Inc.; Shogo Sakai/Hirokazu Ando.
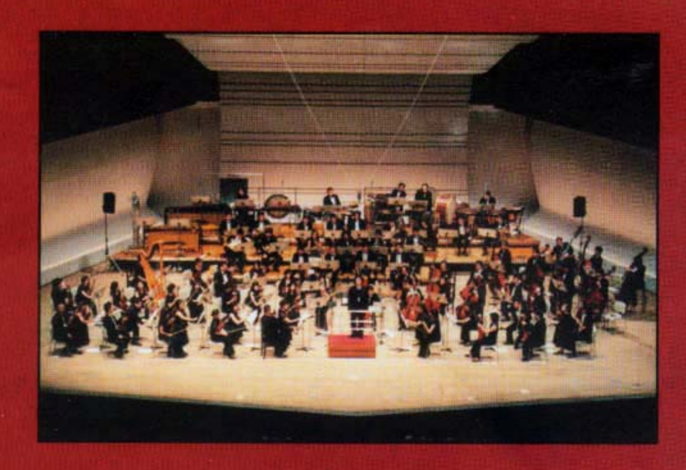
06. Fountain of Dreams 03:35
Music from Kirby Super Star (Super NES). ©1995 HAL Laboratory, Inc./Nintendo. Original music by HAL Laboratory, Inc.; Jun Ishikawa.
Arranged by HAL Laboratory, Inc.; Tadashi Ikegami.

07. Pokémon Medley 05:42
Music from the Pokémon series (Game Boy). ©1995-2000 Nintendo/Creatures Inc./GAME FREAK inc. Original music by GAME FREAK inc.; Junichi Masuda.
Arranged by HAL Laboratory, Inc.; Shogo Sakai.

08. Opening 02:40
Music from Super Smash Bros. Melee (Nintendo GameCube). ©2001 Nintendo/HAL Laboratory, Inc. Original music by HAL Laboratory, Inc.; Shogo Sakai. Arranged by HAL Laboratory, Inc.; Shogo Sakai.

09. Planet Venom 02:19
Music from Star Fox 64 (N64). ©1997 Nintendo
Original music by Nintendo Co., Ltd.; Koji Kondo. Arranged by HAL Laboratory, Inc.; Tadashi Ikegami.

10. Yoshi's Story 02:43
Music from Yoshi's Story (N64). ©1997 Nintendo
Original music by Nintendo Co., Ltd.; Kazumi Totaka. Arranged by HAL Laboratory, Inc.; Hirokazu Ando.



11. Depth of Brinstar 03:41
Music from Metroid (NES). ©1986 Nintendo
Original music by Nintendo Co., Ltd.; Hirokazu Tanaka.
Arranged by HAL Laboratory, Inc.; Shogo Sakai.

12. Smash Bros. Great Medley 14:18
Music from the Super Mario Bros. series (NES). ©1980-1998 Nintendo ©2001 Nintendo/HAL Laboratory, Inc.
Original music by Nintendo Co., Ltd. and HAL Laboratory, Inc.; Koji Kondo, Akito Nakatsuka, Hirokazu Tanaka, Naoto Ishida, Hirokazu Ando and Hideki Kanasashi. Arranged by HAL Laboratory, Inc.; Shogo Sakai.

13. Fire Emblem 03:52
Music from Fire Emblem* (NES). ©1990 Nintendo/INTELLIGENT SYSTEMS
Original music by INTELLIGENT SYSTEMS Co., Ltd.; Yuka Tsujiyoko.
Arranged by HAL Laboratory, Inc.; Shogo Sakai.

14. Green Greens 01:53
Music from Kirby's Dream Land (Game Boy).
©1992 HAL Laboratory, Inc.
Licensed to Nintendo
Original music by HAL Laboratory, Inc.; Jun Ishikawa.
Arranged by HAL Laboratory, Inc.; Hirokazu Ando.

15. Rainbow Cruise 02:49
Music from Super Mario 64 (N64). ©1996 Nintendo
Original music by Nintendo Co., Ltd; Koji Kondo.
Arranged by HAL Laboratory, Inc.; Shogo Sakai.





Recorded August 27, 2002, at Tokyo Bunka Kaikan, Tokyo
Conducted by Taizo Takemoto
Performed by the New Japan Philharmonic
Sponsored by Nintendo Co., Ltd./HAL Laboratory, Inc.
In cooperation with The Pokémon Company/Creatures Inc./GAME FREAK inc./INTELLIGENT SYSTEMS Co., Ltd.
Produced by Company AZA/HAL Laboratory, Inc.
Supervised by Masahiro Sakurai

* NES game Fire Emblem was released in Japan only.

GAME WATCH FORECAST

DEVELOPER PROFILE

This month, we get the inside story on the development of a next-gen version of a video game classic—Dragon's Lair.

Developer: Dragonstone Software

Location: Ramona, CA

Respondents: Wil Panganiban, Creative Director; Thomas Konkol, Art Director

GW: What is your company's philosophy of game development?

DS: Fun first! The game can be the most technologically advanced piece of work out there today, but then we find that novelty wears off very quickly. Substance, content, compelling game play and memorable characters are what keep the player coming back for more.

GW: What are some of the new elements you included in this 21st-century sequel?

DS: Dragon's Lair 3D is a completely new, built-from-the-ground-up version of the arcade classic. While it stays true to the design and story line of the arcade game, it offers a 3D experience unlike anything else Dragon's Lair fans have played before. Dragon's Lair 3D is seven times the size of the original, offering 43 areas and 250 rooms to explore within the castle; more than 40 unique characters (over a dozen of them new); loads of power-ups, hidden secrets and special unlocks; new movies; and an original music score. And, for the first time ever, players have full control of Dirk.

GW: What role did the original designers of Dragon's Lair play in the creation of Dragon's Lair 3D?

DS: The originators of the game—Don Bluth, Gary Goldman, Rick Dyer, John Pomeroy and Christopher Stone—were all directly involved in the game design. For example, Don Bluth created all-new animation sequences and Chris Stone wrote a new musical score. The original designers also took on executive roles—for instance, Rick Dyer served as the executive producer throughout the entire development process.

GW: If you had a message you wanted to get across to Dragon's Lair fans about why the new game is worth playing, what would it be?

DS: Dragon's Lair 3D has all of the elements fans are looking for in this game: legendary characters, the timeless story they know so well, impressive imagery created by Don Bluth, and great game play. This, combined with all of the new features—250 rooms, new characters, new intro and ending movies, new music, additional plotlines, and much more—will make their experience unlike anything else Dragon's Lair fans have played before.

NINTENDO GAMECUBE

1080°: AVALANCHE
AQUAMAN: BATTLE FOR ATLANTIS
AREA 51
ARMY MEN: AIR COMBAT "THE ELITE MISSIONS"
ARMY MEN: SARGE'S WAR
BATMAN: DARK TOMORROW
BATTLEBOTS
BLACK & BRUISED
BLOOD OMEN 2
BMX XXX
BURNOUT 2: POINT OF IMPACT
CONFLICT: DESERT STORM
CROUCHING TIGER, HIDDEN DRAGON
CRUSHED BASEBALL 2004
DAVE MIRRA FREESTYLE BMX 3
DEAD PHOENIX
DEF JAM VENDETTA
DIGIMON
DINOTOPIA
DISNEY'S MICKEY PARTY
DISNEY'S PK: OUT OF THE SHADOWS
DISNEY SPORTS: BASKETBALL
DISNEY SPORTS: MOTOCROSS
DISNEY SPORTS: SNOWBOARDING
DRAGON'S LAIR 3D
DUNGEONS & DRAGONS HEROES
ENCLAVE
E.T. THE EXTRA-TERRESTRIAL: THE SEARCH FOR DRAGORA
EVOLUTION SNOWBOARDING
FIFA SOCCER 2003
FINAL FANTASY CRYSTAL CHRONICLES
FINDING NEMO
FOUR HORSEMEN OF THE APOCALYPSE
FREAKY FLYERS
F-ZERO GCN
GALLEON: ISLANDS OF MYSTERY
GLADIUS
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARVEST MOON: A WONDERFUL LIFE
HAUNTED MANSION
HAVEN: CALL OF THE KING
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
HITMAN 2: SILENT ASSASSIN
THE HOBBIT
IMMORTAL WARRIOR
JACKED
JIMMY NEUTRON: BOY GENIUS
JONNY MOSELEY MAD TRIX
KILLER 7
THE LEGEND OF ZELDA: THE WIND WAKER
LEGENDS OF WRESTLING II
LOST KINGDOMS II
MACE GRIFFIN: BOUNTY HUNTER
MARIO GOLF
MARIO TENNIS
MARY-KATE AND ASHLEY SWEET 16: LICENSED TO DRIVE
MASTERS OF THE UNIVERSE—HE-MAN: POWER OF GRAYSKULL
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
MONOPOLY PARTY
MX SUPERFLY
NBA BALLERS
NICKELODEON PARTY BLAST
ONE PIECE: TREASURE BATTLE
PILLAGE
PIRATES OF THE CARIBBEAN
THE POWERPUFF GIRLS
PROJECT BG&E
PROJECT NUMBER 03
RALLY FUSION: RACE OF CHAMPIONS
RAYMAN 3: HOODLUM HAVOC
RED FACTION II
REIGN OF FIRE
RESIDENT EVIL 2
RESIDENT EVIL 3: NEMESIS
RESIDENT EVIL 4
RISK
ROLLING
RTX RED ROCK
RUGRATS: ROYAL RANSOM
SETTLERS
SHAUN MURRAY'S PRO WAKEBOARDER
SHOX
SHREK SUPER PARTY
SNOOD
SOUL CALIBUR II
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
STARCRAFT: GHOST
STREET HOOPS
STREET RACING SYNDICATE
SUMMONER: THE PROPHECY
SUPER BUBBLE POP
SUPER BUST-A-MOVE 2
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM CLANCY'S SPLINTER CELL
TRANSWORLD SURF
ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
VEXX
VIEWTIFUL JOE
WARIO WORLD
WORMS 3
WORMS BLAST
WRECKLESS: THE YAKUZA MISSIONS
XIII
X-MEN: WOLVERINE'S REVENGE
ZAPPER

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
ALTERED BEAST: GUARDIAN OF THE REALMS
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BALDUR'S GATE: DARK ALLIANCE
BANJO KAZOOIE: GRUNTY'S REVENGE
BLACKTHORNE
BUBBLE BOBBLE—OLD AND NEW
BUFFY THE VAMPIRE SLAYER
CABELA'S BIG GAME HUNTER
CAR BATTLER JOE
CRASH BANDICOOT 2: N-TRANCED
CRAZY CHASE
CRAZY TAXI
CREATURES
CUSTOM ROBO GX
DAVE MIRRA FREESTYLE BMX 3
DAVIS CUP TENNIS
DAREDEVIL
DEFENDER
DEMON DRIVER
DIGIMON: BATTLESPIRIT
DISNEY'S KIM POSSIBLE: REVENGE OF MONKEY FIST
DORA THE EXPLORER
DR. MUTO
DRAGON BALL Z: LEGENDARY SUPER WARRIORS*
EVOLUTION SKATEBOARDING
THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
FAMILY TENNIS ADVANCE
FAMITSA ADVANCE
F1 2002
FIFA SOCCER 2003
FINAL FANTASY TACTICS
FINDING NEMO
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GAUNTLET DARK LEGACY
GEM SMASHERS
GOLDEN SUN: THE LOST AGE
GT ADVANCE 3
HARDCORE PINBALL
HOT WHEELS: BURNIN' RUBBER
ICE NINE
JAZZ JACKRABBIT
KARNAAJ RALLY
KURURIN PARADISE
LADY SIA II
LEGENDS OF WRESTLING 2
LITTLE LEAGUE BASEBALL
THE LOST VIKINGS
MARVEL'S DAREDEVIL
MARVEL'S INVINCIBLE IRON MAN
MISSION: IMPOSSIBLE—OPERATION SURMA
MLB SLUGGERS 20-03
MONSTER RANCHER ADVANCE 2
MONSTER TRUCK MADNESS 2.0
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER ACE
THE MUMMY
NEED FOR SPEED
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
ONE PIECE GRAND BATTLE
PAINTBALL
PHANTASY STAR ONLINE CARD BATTLE
POWER RANGERS: WILD FORCE
RAYMAN 2*
RAYMAN 3
ROAD RASH
SAMURAI JACK
SCOOBY-DOO! THE MOVIE
SEA TRADER: RISE OF TAIPAN
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SIMCITY 2000
THE SIMPSONS: ROAD RAGE
SMUGGLER'S RUN
SONIC ADVANCE 2
SPACE CHANNEL 5
SPEED BALL 2: BRUTAL DELUXE
SPY KIDS 2: ISLAND OF LOST DREAMS
SUPERMAN: COUNTDOWN TO APOKOLIPS
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TINY TOON ADVENTURES: SCARY DREAMS
TINY TOON ADVENTURES: WACKY STACKERS
TOM & JERRY IN INFURNAL ESCAPE
ULTIMATE BRAIN GAMES
ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
U.S. OPEN 2002
VIRTUA TENNIS
WALT DISNEY'S THE JUNGLE BOOK
WILD THORNBERRYS: THE MOVIE
WING COMMANDER: PROPHECY
X-BLADEZ: INLINE SKATER
X2 WOLVERINE'S REVENGE
YOSHI'S STORY
YU-GI-OH! DUNGEON DICE MONSTERS
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

*GAME BOY COLOR GAMES

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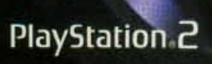




















"...smash into pretty much anything you see...get that euphoric feeling that comes rarely in life."
— PSM, October '02

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the March issue!



Look, up in the air! It's a bird! It's a plane! No, it's Super Metz!

YOUR SCREEN TEST CAPTIONS



Our line was "Hey, what's with all the cops? Do I look like I'm delivering Krispy Kreme donuts or what?" Here are some of your best lines:

Let's go over this one more time: You are NOT supposed to arrest cars on racetracks! *—Denise Seguin*

I swear, officer. I don't know how to get a Green Yoshi in Super Mario Sunshine. *—Dan Espina*

Take my dad's midlife crisis out for a drive—what was I thinking? *—Geavee3*

You cops should make up your minds! Yesterday you took away my driver's license, and now you want me to show it to you! *—Luke Williams*

Darn, they must have been going FAST to keep up with me! *—Cowdude Bill*

Yes, I am in last place, but is that a CRIME? It is? Uh oh. *—Wansoul*

Cop: Do you know how fast you were going?
Driver: 20 mph . . . no wait. There were two zeroes. *—Robbie Patrias*

Do you have any Grey Poupon? *—James Huffman*

Get back, or the donut GETS IT. *—Dennis Compeau*

Why are you pulling me over? The guy in first place is going way faster than me! *—Aron Eisenberg*

What should I do now, Miss Daisy? *—marcan14*

DIGITAL DOUBLES

In Volume 161's Power On, we showed you some NP Krew digital doubles and asked you to send in your own. So far the response has been great, so here are this issue's victims, er . . . lucky participants! Each of the NP readers below told us who he thought his digital double was. The NP Krew gathered and voted on a few more, just for fun.



ALEX WERMELING
from Kentucky

NP KREW'S PICK #1


CLAYTON
Dinotopia: The Timestone Pirates

ALEX'S PICK

HARRY POTTER
Harry Potter and the Chamber of Secrets

NP KREW'S PICK #2
ANDY
Advance Wars



DAN BAUER
from Ohio

NP KREW'S PICK #1

TONY JONES
Magi-Nation

DAN'S PICK

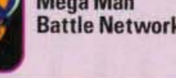
EDDIE
SSX Tricky

NP KREW'S PICK #2


GUILE
Super Street Fighter II: Turbo Revival



BEN WERMELING
from Kentucky

NP KREW'S PICK #1

MEGA MAN
Mega Man Battle Network

BEN'S PICK

ISAAC
Golden Sun

NP KREW'S PICK #2
AIAI
Super Monkey Ball



REESE KINDLE
from Montana

NP KREW'S PICK #1
DEXTER
Hamtaro: Ham-Hams Unite!

REESE'S PICK

JEFF
Earthbound

NP KREW'S PICK #2
REX
Animal Crossing

EVEN WHEN YOU'RE NOT PLAYING IT, YOU'RE PLAYING IT.

Scott,
Wal-Mart Customer

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Lord of the Rings: The Two Towers™



Metroid® Prime



Star Fox® Adventures™











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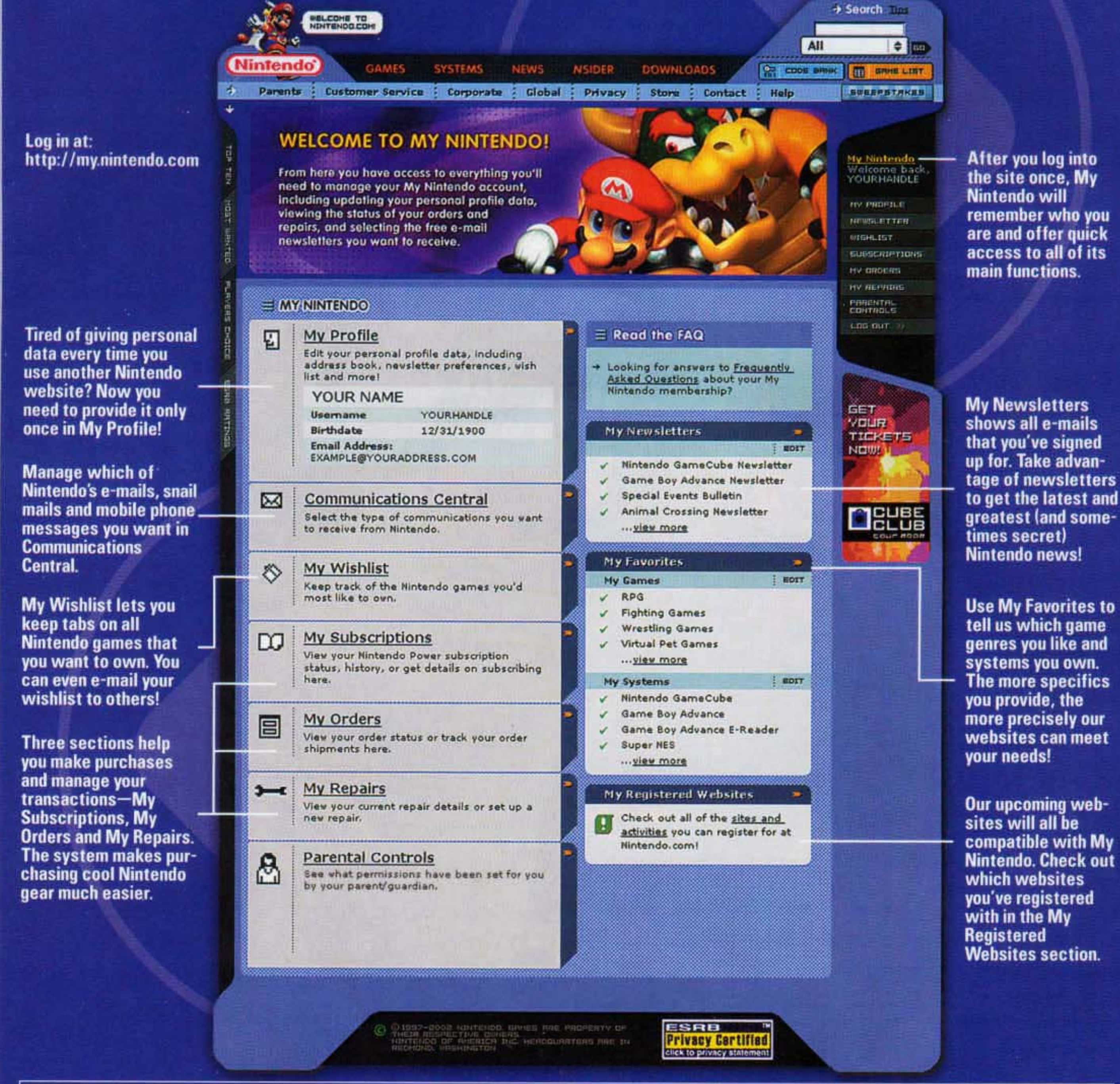
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THE LORD OF THE RINGS
THE TWO TOWERS™







One Game to Rule Them All

So you're a Lord of the Rings fanatic. You read the J.R.R. Tolkien books so many times that the covers fell off. You waited in line for days to see *The Fellowship of the Ring*. You ran out and bought the limited-edition four-DVD set. But now, Electronic Arts and the Nintendo GameCube are about to take you farther into Middle-earth than you've ever been. In The Lord of the Rings: The Two Towers, you're not just reading or watching the story—you're *living* it!





My Precious Game

The Lord of the Rings: The Two Towers precisely follows the plot of the film by the same name and totally immerses you in the world. The film's director, Peter Jackson, was involved in the game's development from the beginning. His guidance—along with a very talented design team and the powerful GCN—helps make the game a true cinematic experience.





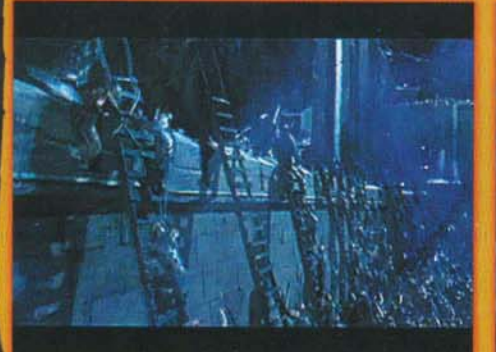
All the in-game music is taken directly from Howard Shore's Academy Award-winning score, and it sounds spectacular.

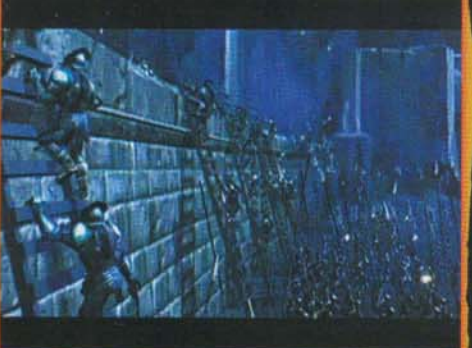


While most of the game focuses on the story of *The Two Towers* (including Fangorn Forest and the battle at Helm's Deep), the opening levels let you reenact your favorite scenes from *The Fellowship of the Ring*.

Deceiving Looks

Nearly every level begins and ends with actual film clips that dissolve into or out of a game play sequence. Often, the change is so subtle (and the graphics are so outstanding) that you won't even notice the transition. Take a peek at the following screen shots and see if you can tell which are from the film and which are from the game. (We'll tell you which are which in the article's conclusion.)













The Producer Speaks



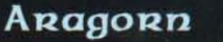
Nintendo Power had a chance to interview Todd Arnold about The Lord of the Rings: The Two Towers. Todd is a senior producer at Electronic Arts who has worked in the industry for 10 years.

NP: Did you work closely with the film's design team?

Todd: Very closely. From the start of production we enjoyed a close, collaborative relationship with the filmmakers in New Zealand. The filmmakers are incredibly passionate about *The Lord of the Rings*, and this enthusiasm extends to the video game. They really embraced what we were doing and provided access to everything imaginable—early cuts of the film, lighting (cont.)

The Fellowship

You can play through almost every mission with one of three heroes—Aragorn the Ranger, Legolas the Elf or Gimli the Dwarf. Every character has a unique fighting style, which makes each level a new and exciting experience.



Aragorn

Aragorn is the last descendant of a long line of heroes and heir to the throne of Gondor. Fearless and bold, Aragorn is a good character to choose when playing for the first time. He is equally skilled with both sword and bow, and his defensive skills are unmatched.



Aragorn is also known as Strider in some parts of Middle-earth.

Legolas

Elves were one of the original races of Middle-earth, and many creatures (including the fearsome Orcs) are direct descendants of the first Elvish clans. Legolas's skill with a bow is legendary, and he is the best long-range attacker in the game. He's no slouch at melee combat either, and he's the only character who can wield two weapons at once.



As an Elf, Legolas possesses a natural speed and grace that is missing from Humans and other races. He also has an unnaturally long life span—though the Dark Lord of Mordor will have a thing or two to say about that.

Gimli

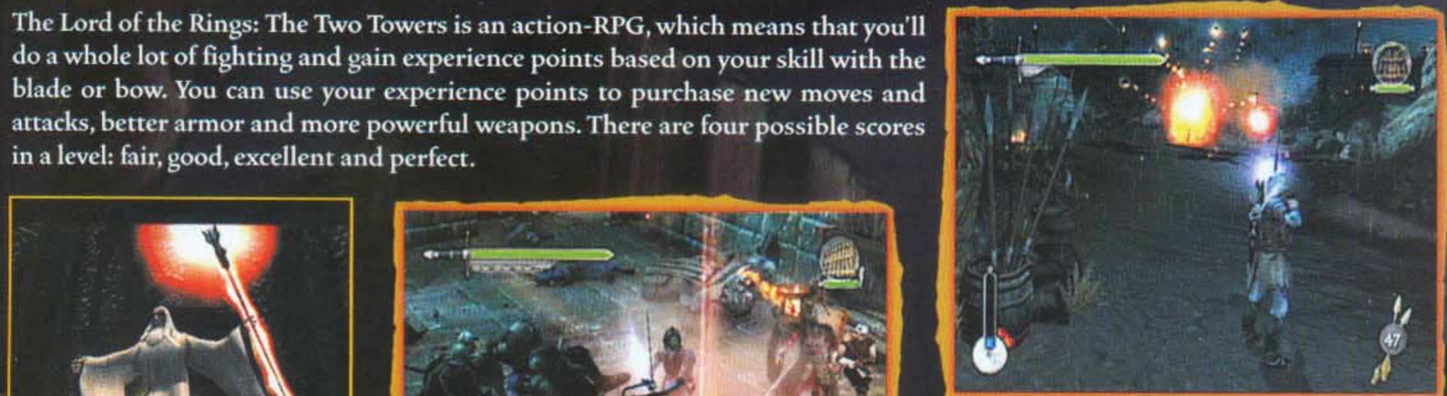
Gimli is the strongest member of the fellowship, and what he lacks in speed he more than makes up for in toughness and ferocity. His distance attack is a thrown handaxe. The handaxe is not as fast as a bow, but it's Gimli's skill in hand-to-hand combat that makes him a feared combatant.



Gimli and Legolas have a long-running feud over who can slay the most Orcs. With Gimli's axe behind you, you should have little trouble winning the bet.

Fight for Middle-earth

The Lord of the Rings: The Two Towers is an action-RPG, which means that you'll do a whole lot of fighting and gain experience points based on your skill with the blade or bow. You can use your experience points to purchase new moves and attacks, better armor and more powerful weapons. There are four possible scores in a level: fair, good, excellent and perfect.



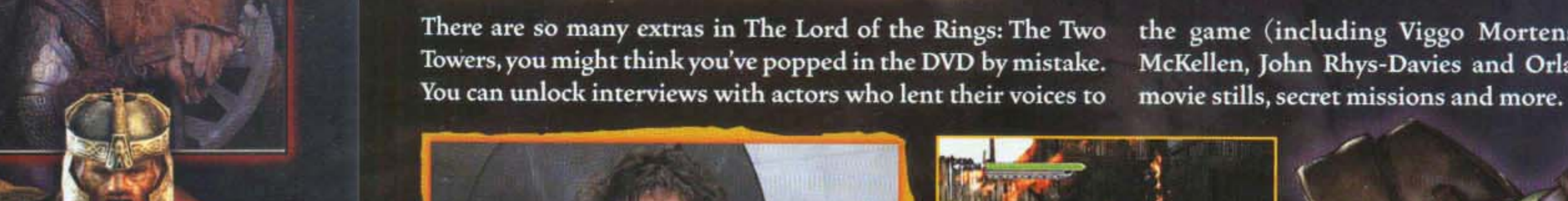


You'll fight Orcs, Goblins, Cave Trolls, Uruk-Hai and more in your quest to destroy the One Ring. Even Saruman, the wizard who betrayed Gandalf, makes an appearance.



Some levels are linear, but others drop you into the middle of a wide-open area with enemies streaming from all directions.

Once you've completed a level, you can go back and replay it at any time using your powered-up characters. It will be nearly impossible to earn perfect scores in some areas unless you return with better moves and equipment.



Secret Treasure

There are so many extras in The Lord of the Rings: The Two Towers, you might think you've popped in the DVD by mistake. You can unlock interviews with actors who lent their voices to the game (including Viggo Mortensen, Elijah Wood, Ian McKellen, John Rhys-Davies and Orlando Bloom), artwork, movie stills, secret missions and more.



In one of the interviews, Peter Jackson discusses his vision for both the films and the game. There's also a making-of video that shows how many aspects of the video game came together.



There's even a secret playable character waiting for you at the end of the game. Who could it be?

samples, digital materials direct from their special effects pipeline, motion capture data, sound effects, unreleased sound track material, and reams of photography of the sets, costumes and actors.

NP: What was the most difficult aspect of development?

Todd: Video game development is incredibly complex. Making efficient use of a large number of resources at the same time—and coordinating all the moving parts to generate high-quality output—is the most difficult part. Take a look at the credits list in The Two Towers and you'll know how big our team was. Larger team sizes make communication breakdowns more likely. In addition to the software development—which included teams from EA and two external developers—we needed to integrate New Line Cinema into the process so the game would look as much like the films as possible.

NP: Did you work with Peter Jackson?

Todd: Peter has been a fantastic partner. He aided the production of the games on many different levels. It's important to understand two things about Peter—he's a video game nut, and he's passionate about everything that pertains to the films. He views the EA games as an extension of the film fantasy. Therefore, he made it a priority for himself and his organization to help us whenever possible.

NP: How did you decide what approach to take with the game?

Todd: For the first release of the product line, we wanted to focus on the most memorable and intense action (cont.)

A Plan of Attack

Now that you have had a taste of the game, we're going to take you through the missions that the game draws from *The Fellowship of the Ring*. The rest of the game takes place in the time of *The Two Towers*, but you'll have to wait until next month for strategies of those amazing battles—including the storming of Helm's Deep!





The Basics

Each character has strengths and weaknesses. First-timers would do well to start out as Aragorn, as he is the most well-balanced of the bunch, although Legolas is also a decent option. How you play through the missions is up to you. You can either play with a single character until you beat all of his missions, or complete each level with all three characters before moving on. If you like, you can also mix and match the above options to keep yourself on your toes.

Aragorn



Aragorn's strength lies in his sword. He can shatter enemy shields with a Fierce Attack and take out most smaller foes in three or four hits. When upgrading Aragorn, your first purchases should be (when available) Rising Attack, Isildur's War Rush and Isildur's Judgment.

Legolas



To control Legolas effectively, you must become proficient with the bow. Aiming is automatic (hold the L Button to draw your bow and use the Control Stick to cycle between targets), but you need to keep your distance. Buy the Force of Celeborn, Rising Attack and Mithril Arrows when you can.

Gimli



Gimli has a powerful swing, but he's slow and somewhat cumbersome. If you like to wade into battles without hesitation, however, he's definitely the character for you. Concentrate on upgrading Gimli's talents by purchasing Balin's War Rush, Balin's Judgment and the Wrath of Moria.

Prologue-Mt. Doom Battle

Long before the events in *The Lord of the Rings*, Middle-earth went through a period known as The Second Age. During that time, Sauron—the Dark Lord of Mordor—forged the One Ring and used it to wage war on Middle-earth. The Second Age culminated in a fierce battle at the foot of Mt. Doom. During the battle, a man named Isildur (a direct relative of Aragorn) cut the Ring from Sauron's hand and ended his reign of terror. As The Two Towers begins, you will relive the fantastic battle and play as Isildur.



Speed the Sword



When the mission begins, Orcs and Goblins will attack in droves. Use your Speed Attack by rapidly tapping the A Button when you're near an enemy. You don't have a lot of room to maneuver, so stay close to the top of the screen. For a good score, try to hit Orcs as they pour out of the mountain. If they attack you, use the B Button to parry.

A Fierce Battle



Sometimes a shielded enemy will attack you. You cannot harm an enemy that carries a shield, so you'll have to destroy it. Use the Fierce Attack (Y Button) to smash a foe's shield to splinters. The Fierce Attack has two parts—an upswing and a downswing—and you must double-tap the Y Button to connect with both.

Weathertop

The second battle takes place on the mountain called Weathertop. The Hobbits (Frodo, Samwise, Merry and Pippin) left the quiet town of Hobbiton thinking they would meet Gandalf in the town of Bree—but he had been waylaid by the evil wizard, Saruman. Luckily, Aragorn was there to take command of the party and lead everyone to safety. As the level begins, a crowd of Ringwraiths has trapped Aragorn and the Hobbits.

Strike Fast



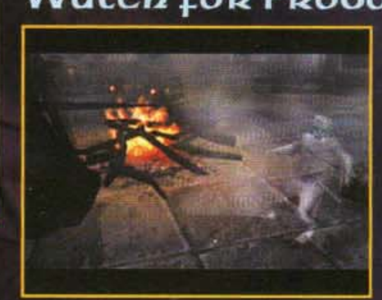
You can play only as Aragorn in the Weathertop level. You are armed with a sword and a torch, and you'll need both. Use the Fierce Attack to strike at the Ringwraiths and set their robes on fire.

Fire with Fire



Occasionally, your torch will go out. When it does, run to the fire in the center of Weathertop and use the Fierce Attack to drive your torch into the flames and relight it.

Watch for Frodo



At one point, a Ringwraith will stab Frodo. It is part of the story and you can't prevent it. Keep an eye on him the rest of the time however—he can be hurt and even felled by other attacks. If you use nothing but Fierce Attacks and keep the torch lit, you can earn an easy perfect score.

moments from the first two films. One of the core challenges we faced was how to build a great game that satisfied both gamers and mainstream fans of the films. We solved this problem by making the game mechanics accessible and intuitive, but layering them in a way that requires players to utilize the deeper and more advanced systems to be successful in the later missions. We are very proud of the efforts. We believe that we've crafted a project that delivers a fantastic game experience for the hard-core gamer and exceeds the expectations of anyone who loved the film. Future EA games based on *The Lord of the Rings* will expand that focus—including deeper adventure and RPG elements.

NP: What was the biggest surprise?

Todd: One of the biggest surprises, and it was a pleasant one, was how successful the film-to-game transitions ended up being. The goal of the transitions is to give players the feeling that they are really playing the movie. These were technically quite difficult, and until the game was nearly complete, we couldn't tell if our goal would be achieved.

NP: Any funny stories about the actors?

Todd: A couple. When we scheduled Elijah Wood (Frodo) for his voice-over session, we were told he was incredibly busy and we'd have very little time to get the work done—maybe an hour. Before the recording even started, Elijah was allowed to play an in-progress version of the game. Two hours later, we had to tear him away from it so we could move on to his voice-overs! Also, one part of the scripts for Orlando Bloom (Legolas), John Rhys-Davies (Gimli) and Viggo Mortensen (Aragorn) included a number of grunts and screams that play back in-game when that character takes damage or (cont.)

Gates of Moria



After the Fellowship assembled and set out for the land of Mordor, it was forced to pass under the mountains by way of a mine called Moria. Before the adventurers could reach the mines, however, they had to clear a number of Orcs and Goblins from their path—as well as a terrible, multitentacled creature known as The Watcher. The Gates of Moria is your first opportunity to play with Gimli and Legolas, but you should run through it with Aragorn first to learn the ropes. Below, we've listed strategy for all three characters. The Watcher battle is the same with every character, so we cover it only once—in Aragorn's section.

Finish Them



With Aragorn, stick to your sword in the early part of the level. Enemies will usually attack from in front and behind, but not in overwhelming numbers. Any time you knock a foe to the ground, stand over him and use the R Button to finish him off. (The R Button is a finishing move for all three characters—and it's invaluable.)

The Watcher



When The Watcher waves its tentacles in the air, use the B Button to parry. After you knock three tentacles aside, they will stand in the air and wave about. Run into the water and slash one tentacle, then use your distance attack (arrows or handaxes) to attack the beast's head. Repeat the pattern until you defeat it.

Target Your Enemy



Any time Legolas is in the open, have him attack with the bow. He can carry twice the number of arrows as the other heroes, and his projectiles do more damage. Concentrate on eliminating enemy archers first—especially those who fire flame arrows—then move on to the others. You'll know that a character is targeted when you see a white dot over his head.

Elven Blades



Sometimes you'll want to put the bow aside and use Legolas's dual blades. Any time an enemy attacks from behind or gets the drop on you, take him out with cold steel. There are also a few narrow passageways where arrows are difficult to use. Run through quickly until you find open ground.

Close Range



Your biggest worry as Gimli is enemy bowmen. The Dwarf has the weakest long-range attack, and it's easy to get feathered with arrows while you're concentrating on nearby foes. When you see an archer, run as close as you can to him and use the B Button to parry his arrows. Once you're near his feet, let fly with a handaxe or three.

Point of Order



Gimli is in his element in this level, but his lack of speed can make it difficult to get a perfect score. Your score is determined (in part) by how many enemies you attack in a short period of time. Since there aren't a lot of foes around, it can be hard for Gimli to rack up the points. Consider coming back after purchasing some upgrades—especially improved handaxes.

dies. Of course, when we asked them to perform those lines, each actor started saying things like "Legolas doesn't feel pain!" or "Aragorn can't die!"

NP: What, in your opinion, makes a video game fun to play?

Todd: All fun games boil down to a simple activity. That activity first needs to be intuitive or easy to get into. Right from the start, there must be a positive feedback loop that rewards the player and encourages repetition of the core activity. Next, it needs to provide variety so it doesn't get boring. Finally, the core activity must be complex enough that its mastery is rewarding to the player.

NP: Thank you very much!

Balin's Tomb



After entering the Mines of Moria, the party found that hordes of Orcs and Goblins had destroyed the Dwarves who used to live there. Chased through the mines by the foul creatures, the party made a last stand at the tomb of Balin, the Dwarf king. As the mission begins, you'll have to fight off wave after wave of enemies. If you survive the initial onslaught, they will bring in reinforcements—a Cave Troll. Like The Watcher, the plan for fighting the Cave Troll is essentially the same with each character, so we will cover the bulk of the strategy only once—in Aragorn's section.

Shields Down



Use the Fierce Attack to shatter the shields of oncoming foes. For a high score, stay by the front entrance and attack enemies as they enter the room. The sheer number of enemies makes it difficult to use your finishing move. Unless you have a clean shot, wait for your foes to stand up rather than trying to impale them while they're on the ground.

The Cave Troll



Wait for the troll to swing its club, then strike with a Fierce Attack (upswing only, not downswing). Retreat until it swings the club again, then attack anew. After a bit, you'll jump onto a ledge during a cut scene. Hide behind the pillars and fire arrows at the beast. When it swings its chain, run to a different part of the ledge and keep firing. Look for green and red potions that restore health.

Back to the Wall



As Legolas, stand with your back to Balin's Tomb and fire at creatures as they enter the room. You can take out a lot of enemies in such a manner, but sometimes you'll face a shielded foe. When that happens, take him out with a Fierce Attack, then run back to the tomb and continue firing. If you run low on arrows, look for more in the room's corners.

Bow Me Over



Though the single Fierce Attack will wear down the Troll quickly, Legolas is strong enough to keep his distance and attack with arrows only. It will take a bit longer, but it's much safer than rushing the Cave Troll and trying to avoid its massive club. Though Frodo will often scream for help, don't worry—he can take care of himself.

Axe Me Later

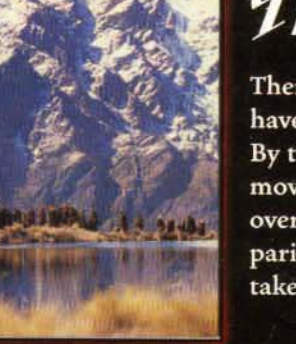


Gimli is the weakest character at Balin's Tomb, mostly because he has to use handaxes to finish off the Cave Troll. In the initial stages, concentrate on taking out enemies with the Speed Attack, using the Fierce Attack only when confronted with a shield bearer.

No One Tosses a Dwarf!



Sometimes a Goblin will attack while you're on the ledge fighting the Cave Troll. Take the annoying creature out with a couple of axe swings, then return your attention to the Troll. Holding the L Button will almost always target the Troll—even if it is off-camera—so don't be afraid to throw axes at the corner of the screen.



There and Back Again

There's plenty of action and excitement yet to be had, and you haven't even seen some of the classic scenes from *The Two Towers*. By the time you are reading these words, the film should be hitting movie screens—but if you want to relive the adventure over and over again, there's no better way than on the GCN. Oh, and the comparison shots on page 41? All the screens on the right-hand side are taken from the game.



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LEGENDS
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THE LEGEND OF ZELDA®
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Includes new multiplayer adventure
Four Swords

CUTTING-EDGE CONNECTIVITY

Ho, there! It's time to gather 'round and hear a tale that will defy your wildest expectations of what's possible with linked Game Boy Advance systems. On the same Pak as A Link to the Past, Four Swords features dungeons designed exclusively for multiplayer busting, plus a level generator that changes the game every time you play. The system randomly selects a huge dungeon setting, then fits in a random part—that is, a particularly evil challenge—to create one of countless wicked dungeons!

LEVEL GENERATION

SETTING + NEW PART = DUNGEON LEVEL COMBO

EQUIPPING FOR MULTIPLAYER

Four Swords is an adventure for two to four players, each outfitted with a GBA and the Game Pak. To join the party, every player after the first must connect with a Game Link cable.

A VORTEX OF STAGES

Vaati, a wind mage with a bent for stealing maidens, abducts Princess Zelda, and Link comes to her rescue yet again. But the quest has a new twist. Link uses the magical Four Sword blade to split into four heroes who jointly explore three stages. Winning the keys from the stages opens a fourth—Vaati's floating palace.

COOPERATIVE QUEST FOR KEYS

To defeat Vaati for good, you must complete three quests. Each quest has four stages, and in each stage (the Sea of Trees, for example) you'll have to beat two levels then defeat a boss. When you exit a stage, the Great Fairy will award each player a key if your team has collected enough Rupees. Collect 1,000 Rupees in the first quest to earn Silver Keys, a total of 3,000 Rupees in the second for Gold Keys, and 5,000 Rupees in the third quest for Hero's Keys. The final quest is far longer than the others—when you reach Vaati's Palace, you must finish four times as many levels and bosses. But when it's completed, you will have vanquished Vaati for good!



QUEST STAGES:

SEA OF TREES
TALUS CAVE
DEATH MOUNTAIN
VAATI'S PALACE

COMPETE FOR GREATER GLORY



The team must gather Rupees collectively to earn keys. But heroes must act competitively, too. The Great Fairy will award a Medal of Courage to the player who collected the most Rupees in each stage.

SEA OF TREES

Brimming with overgrowth and swimming with sylvan evils, the Sea of Trees puts teamwork to the test. You'll struggle through mazy forests and savage glens, or maybe you'll encounter valleys filled with hungry predators, clearings that are tangled up with puzzles or dense woods that hide treasures. The Sea of Trees ebbs and flows with change!



MOW FASTER THAN YOUR FRIENDS

If you're waist-deep in shrubbery, execute a spin attack to cut a wide circle in a hurry. You might uncover Rupees hidden in the underbrush—and put yourself ahead in the Rupee rankings.



DIVE FOR SUNKEN TREASURE

When swimming in ponds and rivers in the Sea of Trees, dive deep as you paddle along—you may bump into submerged Rupees. In the battle for Rupee domination, every Rupee counts!



WRESTLE WITH THE RUPEELIKE SNAKES

If Rupees appear in a fizzle of smoke, keep your distance. When you touch them, you'll transform into gem-eyed snakes that try to ensnare you in their coils. If one traps you, beg a friend to hack you free.



A GAME OF TAG WITH THE WRAITH

The Rupee Wraith hides in chests. If you're the unlucky victim who frees the creature, it will chase you and leech Rupees. Touch another player to get the wraith off your back.



Teamwork is paramount in Four Swords—especially when facing its bosses. To hack the Sea of Trees boss down to size, players must work together to execute coordinated attacks against the leafy leviathan.



COLOR GUARD

Players must strike the boss's head when its color matches a hero's tunic. Then two players must pull at opposite ends of the boss's vines to reveal a bicolored bud. The two heroes whose tunics match the colors must strike the bud.

Talus Cave

Devilish forces breed, change and conspire in Talus Cave's dark depths. Probe its caverns once—you may pierce a monster-infested mine. Probe it twice—you could stumble across a constellation of chasms. You may never know its true depths, however, no matter how often you breach its rock walls. Talus Cave has tectonic-shift tendencies.



UNDER PRESSURE TO COOPERATE

When you encounter a pressure plate, assemble your whole team on the spot. Your combined weight will activate the switch. The benefits will be permanent—you won't need to remain on the spot.



SEVERAL SHOULDERS TO BOULDERS

Throughout the Talus Cave, you'll run into dead ends blocked by boulders and other obstacles. Assemble your whole team at the spot and either shove or lift the object out of the way.



CLOSE QUARTERS ON PLATFORMS

Square platforms marked with arrows float in the direction of the arrow that a player steps on. To crowd all players onto the platform, have one hero "drive" while others stand on corners.



FORECASTING INVISIBLE RICHES

You can tell where chests will appear out of thin air—if you push the right switch or defeat the right foe—by noting the squares etched into the floor. Keep a sharper eye than your friends do!



FLIP SHELLED CRITTERS WITH SHIELDS

Shelled critters whirl around rooms, trying to damage you with their spikes. Throw your shield in front of your body to block one—the creature will ricochet and flip onto its back, completely vulnerable.



DON THE GNAT HAT TO MAKE ICE NICE

The floors of Talus Cave are frequently coated with slippery ice. To maintain your footing, slip on the Gnat Hat and use its power to shrink. You'll be able to navigate the ice without slipping.



VOLLEY THE WINGED FIENDS

Whack a winged creature to cause it to curl into its shell. One hero must pick up and throw the foe. It will try to fly, exposing a soft underbelly. A second hero must stand in its path and strike it.



BOMB THROUGH CRACKED PARTS

Throw bombs at cracked blocks to blow through obstacles. You can detonate the bombs early by pushing A. When throwing bombs, watch out for heroes who might be near the blast zone.



Talus Cave Boss

Only through teamwork can you deflate the big windbag that haunts Talus Cave. First free the beast by chopping it out of its ice prison. Then use the Pegasus Shoes to dash into it and push the foe into the wall to freeze it. Hack it out of its prison again. Repeat until the boss transforms into its true self.



HACK AT THE HUES

After the boss changes form, you'll face a bulbous creature. Each player must strike the bulb that's colored the same as his or her tunic. But only other players can see your color on the beast, so players should speak up when they see colors.

Death Mountain

Death Mountain holds caves so cavernous that lava flows freely through its tunnels. You'll face searing obstacles, lakes of magma and legions of fiery foes that torment your every step. Its chambers are as changeable and unpredictable as an inferno, so beware false confidence. Death Mountain lives up to its name—you may be buried inside forever.



WHITTLE THROUGH WALLS

You can destroy some walls with enough hacking, slashing and smashing. You can tackle such walls as a solo project, but the work will go much faster when you assemble the team.



FRANTIC PINBALL WIZARDS

Some blocks will spit out a shower of Rupees for a short time if you run into them. To maximize the bounty, one hero should bounce around the blocks while the others collect the jackpot.



FIVE-ALARM ANTS IN YOUR PANTS

Some foes spew flame that will light your tunic on fire. The flames will go out, but you must run around until they do. Run into a corner to avoid leaping into lava.



UNMASK FIENDS WITH THE GLOVES

The creatures that wear metal masks are nigh invulnerable while they've got their face gear on. Use the Magnetic Gloves to yank the mask away, then rush in and attack with your sword.



MAGNETIC GLOVES, DAREDEVIL MOVES

To cross lava lakes that are flanked by walls, one player should slip on the Magnetic Gloves, activate its pull to control another player's position, then draw the player safely over the lava.



BOOMERANG DISTANT SWITCHES

Many switches and Rupees are on the other side of impassable obstacles such as walls. Hurl your boomerang to activate the distant switches and gather hard-to-reach Rupees.



IMPEDE CENTIPEDES WITH CHAIN LINKS

The centipede will scuttle around wildly, which makes striking its weak spot—its head—difficult. Prevent it from escaping by surrounding the centipede or cornering it in a doorway.



TAG-TEAM THE GELATINOUS MASS

If you swipe the jellylike blob by yourself, the creature will almost instantly regenerate. Surround the creature with multiple heroes, then slash the fiend down to nothing before it can heal.



Death Mountain Boss

Death Mountain hides an incendiary monster that craves multiple Links for dinner. The creature will rage across its small lair and spew fireballs, which are easy to endure if you raise your shield. To extinguish the threat, you'll need to turn the fireballs against the monster.



COLOR-CODED COMBAT

When the boss spits a fireball, the color-matched player must swat the fireball back. After the boss takes damage, it will spew fireballs that change color after the flaming orbs are hit. A second hero must then swat the hot potato at the boss.

VAATI'S PALACE

Only adventurers who hold the proper keys—Silver Keys during the first quest, Gold Keys during the second and Hero's Keys during the third—can enter Vaati's Palace. The mage's stately keep levitates among the clouds, and contains the most threatening hazards of all. Furthermore, its terrifying halls change like the wind.



IT'S A LONG WAY DOWN (FOR MOST)

Some walkway networks can be crossed only if the player's tunic color matches the tiles. To cross spans, players who can walk part of the way must carry and throw players to a distant safe spot.



BLAZE A TRAIL THROUGH THE AIR

Buttons that make walkways appear are often on the other side of chasms. Usually, only one player will be able to cross—then that player must step on the button.



PERSIST AGAINST PUZZLING AREAS

You can reach all areas—no matter how unlikely it seems. You may need to use weapons while other players use other kinds of gear.



PASSING BY CONSPIRING COLORS

To cross a series of colored walkways, one player (who matches the first colored tiles) must carry a second player (who matches the next span) to the end of the first line, then throw that second player.



START THE FIREWORKS

To defeat a bomb monster, you must first paralyze it with your sword. Then two heroes must clang their swords together while standing next to the foe—the spark will ignite the bomb's fuse. Steer clear!



LEAVE FRIENDS IN THE DARK

To get ahead of another player, blind him or her when there's treasure nearby. Pick up a pot, then throw it at your friend. If you aim perfectly, the pot will fall onto the hero's head and all will go dark.



LEAD THE PACK WITH BOWWOW

You can sic the BowWow—half pet, half weapon—on some foes, but it's more profitable to let it loose among friends. BowWow will shake them down for Rupees then gobble the gems.



WHEN FLOORS ATTACK

The tiled floors of Vaati's Palace often rise into the air and fly at passersby. When you wander into such a zone, stick together and slash at the tiles as a team. The tiles won't have a chance.



VAATI: THE WIND MAGE

Taking the wind out of Vaati's sails permanently will require you to battle through Four Swords thrice. To beat Vaati for the first time, hurl bombs into his vortex. When a bomb nears Vaati's spherical body, detonate it before he has a chance to throw the bomb away. After several hits, you may think you've won.







SHOWDOWN

Vaati quickly returns with a vengeance, tougher than before. No matter what the mad mage throws at you, keep two strategies foremost in your mind: Cooperate at all costs and strike with players whose colors match Vaati's attacks.

THE LINK BETWEEN ZELDAS

Four Swords and A Link to the Past feature a surprising synthesis. Goals you achieve in one game can affect your character and events in the other game. Any sword moves you unlock in A Link to the Past will transfer to Four Swords. And by achieving specific goals in Four Swords, you can unlock major new dungeons and new quests in A Link to the Past!

THE BEAM ATTACK

You'll learn to throw energy from your sword after you acquire the Master Sword in A Link to the Past—and that's just one of several amazing sword moves that you'll earn by completing quest objectives. It's a great way to show other players in Four Swords that you're the most battle-tested Link of the lot.

MASTERING THE BEAM ATTACK





To acquire the Master Sword in A Link to the Past, you must collect three magical pendants in the Light World. When you possess them, enter the Lost Woods and seach for the true Master Sword among the many fakes. When you claim the blade, you'll learn the Beam Attack.

THE SECRET DUNGEON

Imagine what would happen if the most difficult bosses from dungeons throughout A Link to the Past got together to throw a lethal party in your honor—that's how difficult the huge new dungeon is. It's located within the Dark World pyramid, but only major heroes can enter.

PALACE OF THE FOUR SWORD





To prove that you've got the mettle to meddle in the Palace of the Four Sword, you must defeat Ganon in A Link to the Past and vanquish Vaati in the Silver Key quest. Then you can pass by the dungeon bouncer who stands just inside the mysterious new hole in the Dark World pyramid.







OLD FIENDS & NEW

The bosses have wised up. You can't defeat them in the same way you did in previous dungeons. From each boss you'll win a special blade. And when the blades are combined, you'll come face to face with four more surprising bosses.

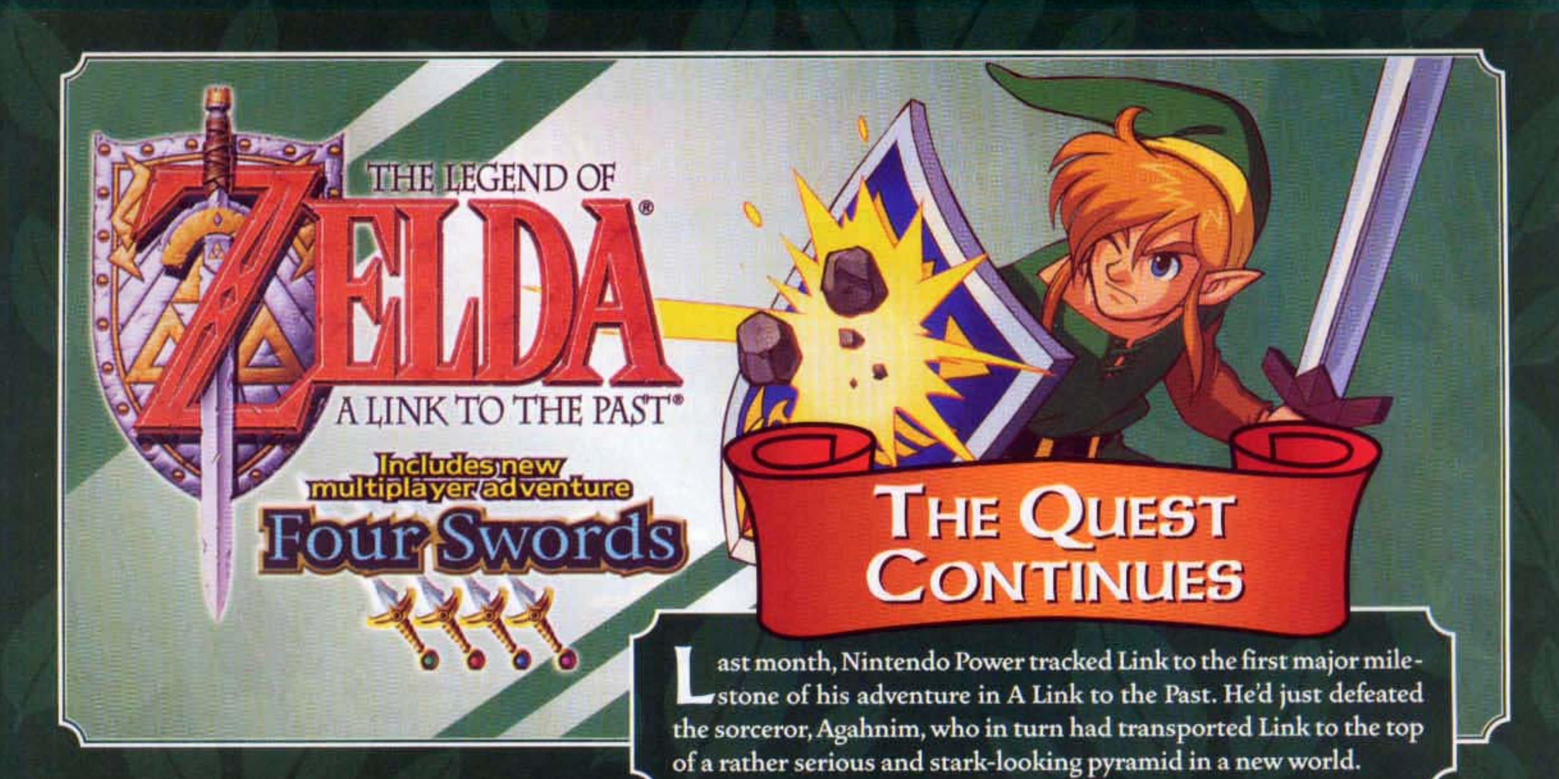
THE RIDDLE QUEST

Prove that you're a go-getter by scraping together more Rupees than other players in Four Swords—if you do, you'll unlock the riddle quest in A Link to the Past. The lumberjack will ask you to fetch something for him, but he'll phrase it cryptically. If you figure out and fetch all of the items, he'll teach you the Hurricane Blade attack and stock your humble home with his carvings.

HACKING INTO THE LUMBERJACK QUEST



After you've won 10 Medals of Courage from Four Swords, approach the lumberjack east of the Lost Woods in A Link to the Past. You will need to own the Bug-Catching Net, Magic Powder and the Pegasus Shoes—you can find all three items early in A Link to the Past. Once you're fully equipped, speak with the lumberjack to begin the new quest.



The Quest Continues

Last month, Nintendo Power tracked Link to the first major milestone of his adventure in A Link to the Past. He'd just defeated the sorceror, Agahnim, who in turn had transported Link to the top of a rather serious and stark-looking pyramid in a new world.

Before the Dark

CATCHING UP, HEADING OUT

By the time you battle Agahnim, you'll own the Magic Mirror, which enables you to return to the Light World. If you haven't yet collected all possible magic items, take a few detours then begin your quest in the Dark World.

SAVE UP FOR ZORA'S FLIPPERS



Before you brave the headwaters of the Light World river—with all of its aquatic beasts—save up 500 Rupees. Then you'll have enough to buy Zora's Flippers from the majestic creature that rules the waterways.

UPGRADE AT THE FOUNTAIN OF HAPPINESS



Once you can swim in deep water using Zora's Flippers, splash your way into the waterfall that's not far from the Light World graveyard. In the waterfall cave, throw your shield and boomerang into the water. A Great Fairy will enchant them and make each one much stronger.

NAB THE BOTTLES







Bottles are essential gear for dungeon-busting. You can keep bees, potions or health-replenishing fairies in them. Two are in Kakariko Village—one at the merchant, the other inside the inn. The third is under the bridge.

SEE NO EVIL?





To reach the first Dark World dungeon, jump off the pyramid and head east to the tangled hedge maze. Inside the maze, you'll meet a monkey that will be of great help in finding—and entering—the Dark Palace.

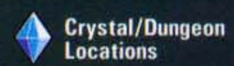
The Dark World Map

Link's quest is far from over. The hero must plunder seven dungeons to find seven crystals, each of which contains a maiden. Our strategy leads you through three dungeons and helps you locate valuable items between dungeons—you'll need to use the Magic Mirror to reach the items noted as Light World treasures.



DARK WORLD MAP KEY

- (A) Pyramid
- (B) Entrance to Hedge Maze
- (C) Dark Palace Entrance
- (D) Haunted Grove
- (E) 1/2 Magic Power (Light World)
- (F) Bombos Medallion
- (G) Swamp Palace Entrance
- (H) Magic Cape (Light World)
- (I) Extra Rupees (Light World)
- (J) Skull Woods Entrance
- (K) Skull Woods—Boss Entrance
- (L) Thieves' Town Entrance

 Crystal/Dungeon Locations

Dark Palace

SURVIVE THE CRYPTIC PASSAGES

The turns, twists, pitfalls and bridges throughout Dark Palace can drive a hero mad, though it's just a taste of the insane dungeons yet to come. The Dark Palace yields the first crystal and the extremely valuable Magic Hammer. With it, you can pound many obstacles into the floor to move onward. The item opens new possibilities in both worlds, so don't leave without it.

1 BRIDGE COLLAPSE



Pick up a pot before you run the length of the long green bridge. It will collapse quickly behind you, and you'll need to outrun its destruction. Throw the pot at the foe that blocks your flight.

2 BOMB NEW PATHS



Keep an eye out for crumbling walls. Place a bomb on the questionable spots, then run to a safe area. You'll often blow open a new path that leads deeper into the dungeon.

3 PATH DEMOLITION



To reach the dungeon's lower levels, throw a bomb onto the cracked bridge. You'll blow open a hole. Leap into the gap to fall to a new hallway network.

4 BLIND IT TO SEE

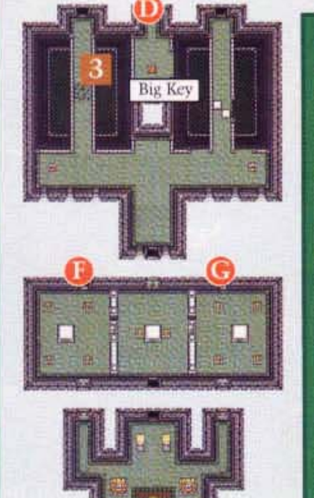


When you reach the dead end where the cyclopean statue sits, fire an arrow into its eye. You'll witness a seismic event—the whole eastern wall will rumble away and reveal a passage.

FLOOR 1

Magic Hammer

Map



5 HELMASAUR KING



Break the helmet from the boss's head by throwing bombs or striking it with your Magic Hammer. Then hit the exposed green dot on its head with your sword, arrows or bombs until it falls once and for all. But run away from its fireballs—they send fiery shrapnel in X-shaped trajectories.

FLOOR 2

BOSS

Playing the Flute

WING IT ACROSS THE WORLD

The bird, once won over, will fly you to many major Light World locations—a major time-saver. But finding and freeing the bird from its hiding place is a long quest that requires lots of world-hopping.

SCARE UP THE SHOVEL AND THE FLUTE



A creature in the Haunted Grove will lend you his shovel and ask you to bring him his flute, which is in the Light World grove.

Oh! Here is the Flute!
Its music surely has some
mysterious power!

Use the Magic Mirror to reach the Light World grove, then dig in the spot shown above to unearth the creature's flute.



After you show the creature his flute, he'll give it to you. Play it at the Kakariko Village weather vane to free the bird inside the vane.







After you have freed the bird from the weather vane, you can play the flute at any time to summon the bird—but only in the Light World. It'll fly you to many spots, one of which leads to Misery Mire.

Smash Onward!

After you've obtained the Magic Hammer, you can collect two Pieces of Heart that expand your Life Gauge, a curse that backfires (thereby helping you tremendously) and the powerful Bombos Medallion.

LAKE HYLIA'S HEART



You can reach the Dark World's southern areas by hammering down stakes that block your path. Swim into the circle of stones in the lake, then use the Magic Mirror. You'll reappear on an island that holds a Piece of Heart.

THE PLATEAU HEART





After you've hammered the stakes, you can also reach a ring of plants in the southwest. Stand within them, then use the Magic Mirror. You'll teleport to just outside of a Light World cave, which holds another Piece of Heart.

DOUBLING YOUR MAGIC POWER





Pound the stake outside of the smithy in the Light World, then jump into the pit below. Inside, sprinkle Magic Powder on the statue to awaken a fiend that "curses" you—with a doubled Magic Meter.

SCORING THE BOMBOS MEDALLION





Stand in the area marked off by posts in the Dark World. Use the Magic Mirror to reach the Light World, then walk west to reach a mysterious slate. Use the Book of Mudora to receive the medallion.

Swamp Palace

FREE THE SECOND MAIDEN

To enter the Swamp Dungeon, first enter the pond ruins in the Light World and drain the pond water. When you enter the Dark World's Swamp Dungeon, you'll discover that water has filled the entrance—allowing you to swim through it and reach the first dungeon room. Use similar flooding and floating techniques to make your way through the dungeon. You'll earn the Hookshot and a crystal along the way.



1 FLOOD HALLWAYS

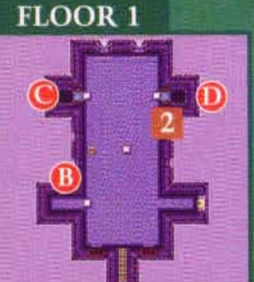
You'll need to open the floodgates in the dungeon to create swimmable areas—which will allow you to reach more rooms. Crystal switches will often help you reach new areas as well.

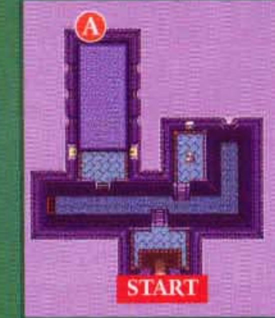


2 DOWN THE DRAIN

You can shove aside both blocks to open paths to pits. Each one leads to a deeper part of the dungeon, so jump into one and continue your exploration. You'll need to come back to the room to leap into the other pit.













3 DEAD WEIGHT

Expose the switch that opens two doors by hurling away the pot in the northwestern corner of the room. Then lug the statue onto the pressure-dependent switch. Its weight will ensure that the doors stay open while you run out of the room.





4 ARRGHUS

The Swamp Palace boss is covered with protective puffballs. Use the Hookshot to pull off each one, then destroy them with your sword. When Arrghus is exposed, use your Whirling Blade technique against it until the behemoth falls.

The Magic Cape

ESCAPING FROM VIEW

One of the most mysterious magic items in A Link to the Past is the Magic Cape. When you wear it, you'll become invisible and be able to pass through some obstacles. Finding the cape is one of the hardest tasks in your adventure.

BURIED WHERE YOU'D NEVER EXPECT IT



Dash into the stones piled inside the fenced area in the north part of the Dark World. Once inside the area, use the Magic Mirror to teleport to the Light World graveyard. You'll be standing near a tomb. Stand in front of it and use the Power Glove to open the sealed tomb.

CLAIM THE CAPE AND VANISH AT WILL





You'll find the Magic Cape in the tomb's depths. When you wear the cape, you'll disappear from view, which makes it easier to avoid creatures you don't want to fight. You can also don the cape to walk through some obstacles unscathed. Both uses drain your Magic Meter rapidly.

More Side Quests

A MISCELLANY OF MAGIC

The farther your quest takes you, the stronger your Life Gauge must be to tackle the challenges successfully. As you gain more magic items, you can find even more Pieces of Heart—and, while you're at it, more Rupees and the elusive fourth bottle.

REAP THE RUPEES—REPEATEDLY



Any time you need a wealth of Rupees, head to the south of the Light World and throw aside the huge rock to find a stairway leading into the earth. You can plunder the subterranean dweller's treasure again and again—he'll never turn you away.

HARD-WON HEART INSIDE DEATH MOUNTAIN





At the base of the west side of Death Mountain—in the Dark World—a sign hints at how to get a Piece of Heart from the nearby cave. Inside it, use the Hookshot to cross a chasm, then don the Magic Cape to pass through a bumper and approach the Piece of Heart.



THE OUTCAST HEART

Pay to play the chest challenge in the Village of Outcasts. The price is steep, but one of the chests contains a Piece of Heart. To afford the game, plunder the two houses that each contain 300 Rupees—you'll need to bomb your way into one of the houses.

STRANGE STORY OF THE FOURTH BOTTLE



The fourth bottle is locked inside of a chest in the Dark World. Use your Magic Hammer to reach the house directly east of the Village of Outcasts, then approach the chest to make it follow you. As soon as you exit the house, use the Magic Mirror to transport both you and the chest to the Light World. Then take the chest to the anonymous man in the desert. He's actually a talented lockpick who will pry the chest open.

Skull Woods

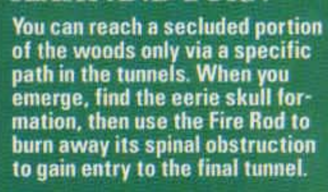
A ROOT SYSTEM GONE WRONG

You can explore Skull Woods' tunnel systems fully only if you discover all of the labyrinth's entrances in the woods. Once you acquire the Fire Rod, work your way to the western side of the woods—where Mothula lurks.



HOLES IN ITS HEAD

The woods cover a massive tunnel network, and you'll need to navigate the foggy woods maze to find all of the tunnel entrances. Jump into pits—you won't take damage and you'll fall into another tunnel section.



SLASH AND BURN

You can reach a secluded portion of the woods only via a specific path in the tunnels. When you emerge, find the eerie skull formation, then use the Fire Rod to burn away its spinal obstruction to gain entry to the final tunnel.



FLOOR 1



1 UNLEASH BOMBOS

When enemies choke an area and it's growing difficult to dispatch them all, haul out your Bombos Medallion and release explosive destruction.



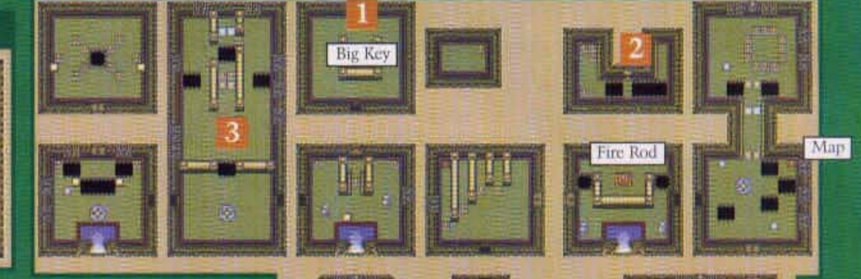
2 FIND THE FIRE ROD

Deep in the Skull Woods tunnels, you'll reach a dead end with a lever on the wall. Pull it to blow up the southern wall. You'll find the Fire Rod behind it.



3 THE EVIL TOUCH

The Wall Master will drop from the ceiling and try to grab you. If it succeeds, you'll be carried back to the nearest entrance. Listen for the Wall Master's falling sound.





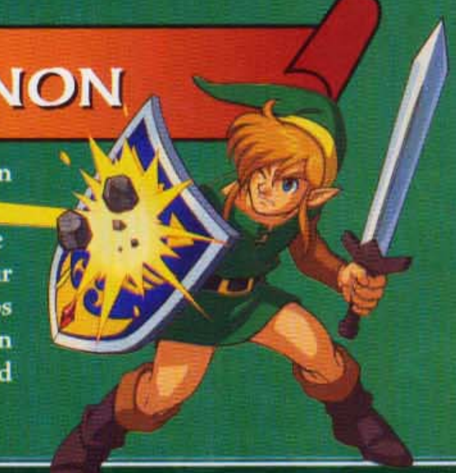
4 MOTHULA

Mothula spews energy—so try to stay north of its head. At the same time, spiked balls fly out from the walls and the floor shifts to knock you off your balance. Though your Fire Rod will damage Mothula, strike at the winged creature with your arrows and sword to make greater headway.

Going after Ganon



More dungeons, more mayhem—in your quest toward A Link to the Past's finale, you'll delve into more diabolical situations before you face your archnemesis, Ganon. Our strategy drops you off at the entrance to Thieves' Town in the Village of Outcasts. Rob them blind and equip yourself for the final fight.



You are Now Free to Move About the Castle

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METROID® PRIME

primed for battle

The battle for the secrets of Tallon IV continues in part two of our Metroid Prime walk-through. Last month we took you all the way through the Wave Beam upgrade, which was deep inside Phendrana Drifts. The next leg of the journey will lead you through the Space Pirate research laboratories and into the heart of their defenses. Before you go, take a moment to learn about the mysterious Chozo Artifacts—you'll need 12 of them to complete the game.

chozo artifacts



Before the Chozo abandoned Tallon IV, they scattered 12 Artifacts around the landscape. If you can find every one, you can use them to unlock the Impact Crater—where the final boss is waiting.



[ARTIFACT TEMPLE]

Once you find an Artifact, you can place it in the Artifact Temple. To reach the temple, look for a blue door near the waterfall at the Landing Site. Jump up and walk behind the waterfall, then go through the door. You don't need to place an Artifact each time you find one—just save them up and place them all at the end of the game.

super missile

The road to the Super Missile begins and ends in Phendrana Drifts. Head to an area called the Ruined Courtyard. To reach it, fire a Missile to drop the stalactite in Ice Ruins West, then use it as a bridge to reach a purple door. The Ruined Courtyard is behind the door.

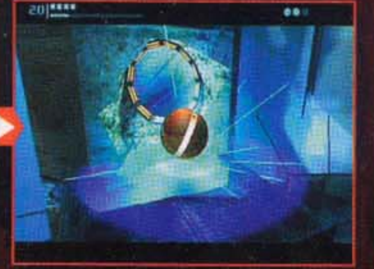
[SPIN TO WIN]



There are two Spinner Devices in the Ruined Courtyard. The first opens a series of water pipes and the second activates a Morph Ball Slot. After you use both Spinner Devices (roll into them and press the B Button), go up to the Morph Ball Slot and drop a Bomb. The water level will rise.

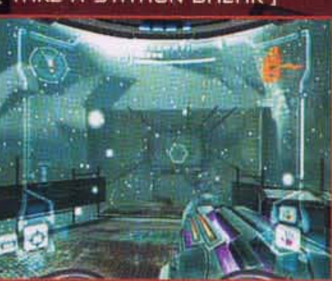
[TANKS A LOT]





The rising water will create a series of platforms you can use to leap to the structure in the middle of the room. As you jump, look for a small hole at the far end of the room. Roll through the hole to earn an Energy Tank.

[TAKE A STATION BREAK]

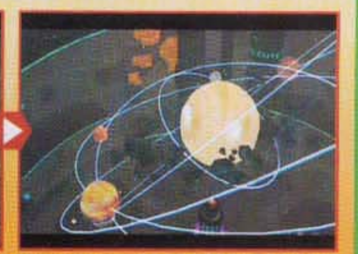




After you get the Energy Tank, make the water rise anew and jump to the structure. When you reach the top, turn left, then go through a blue door to find a Save Station. Next, go back to the structure and leap to another blue door to enter the Space Pirate labs. You'll find a Map Station on the side of the next room.

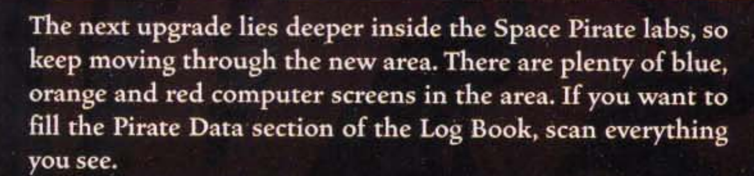
[PLANETARIUM PROGRESS]





When you reach an area called the Observatory, you'll have to fight off a gang of Space Pirates. When they are no more, drop Bombs in the Morph Ball Slots on either side of the room, then activate four Spinner Devices to turn on the projector. The Super Missile upgrade is on a small platform at the top of the room.

thermal visor



The next upgrade lies deeper inside the Space Pirate labs, so keep moving through the new area. There are plenty of blue, orange and red computer screens in the area. If you want to fill the Pirate Data section of the Log Book, scan everything you see.

[FLYING PIRATES]





When you enter the Control Tower, take out three Space Pirates then look to the skies. A band of Flying Pirates will swoop in and attack. Use Super Missiles to take them out in one hit. If you're low on Missiles, use the Wave Beam—but watch out! Injured Flying Pirates tend to crash-land, which can cause extreme damage.

[EXPAND YOUR MIND]





There's a Missile Expansion inside Research Lab Aether. Jump up to a platform and use the Morph Ball to roll across. You can also find an Energy Tank inside one of the vats along the wall.

[THERMAL VISOR]



When you enter the Research Core, you'll have to deactivate three layers of shielding. Move from floor to floor, scanning any control panels that you see. When you reach the bottom, scan a final panel and claim the Thermal Visor. The lights will go out and Metroids will attack. Use Super Missiles to take out the pesky Metroids.

spider ball

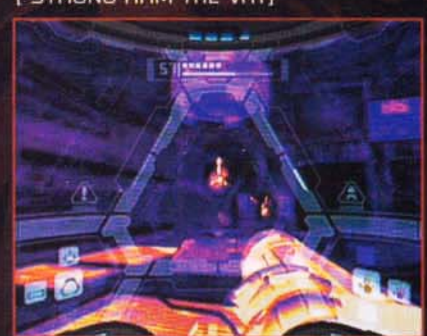
The next upgrade on your list is the Spider Ball. But before you'll be able to secure the magnetic sphere, you'll have to fight your way back through the Space Pirate labs—in the dark. Use your new Thermal Visor to shed a little light on the subject and clear the area.

[YOUR CORE CONCERN]




The door at the top of the Research Core will lose power when the lights drop. Use the Thermal Visor to find a round node, then shoot it with the Wave Beam to restore power to the door. You'll have to battle Shadow Pirates first.

[STRONG-ARM THE VAT]



On your way back, stop in Research Lab Hydra and look at the vats on the top floor. Scan them until you find one that's weak, then blast it with a Super Missile. When the smoke clears, you'll be able to pick up another Missile Expansion for your growing collection.

[THE DOOR IS AJAR]




When you enter the Ruined Courtyard, jump to a door under an inverted V-shaped structure. Blast the apex with a Super Missile, then use the Thermal Visor and Wave Beam to power the door.

[SPEEDY SAMUS]



There's only one path to the Spider Ball, and you'll have to drop into Morph Ball form to reach it. As you travel through a bonelike tunnel, Pulse Bombus will drop explosive charges on your head. Use the Boost Ball to zip through the tunnel without taking damage.

[THARDUS]

The Spider Ball boss is a massive rock creature called Thardus. Use the Thermal Visor to find a glowing weak point, then blast it with the Wave Beam or Super Missiles. When the Thermal Visor overloads, switch back to the Combat Visor and shoot at the glowing blue area.



You'll need to repeat the pattern multiple times. Occasionally, Thardus will chuck boulders at you. Use the Wave Beam to blast the flying rocks, or just dash out of the way. (To dash, lock on to Thardus, tap the B Button and move the Control Stick left or right.)



After a bit, Thardus will curl into a ball and roll around. The safest strategy is to strafe and dash away from the creature and wait until it stands up again. If you're the impatient type, you can fire a few blasts with the Wave Beam.

[SAVE ME!]



More likely than not, you'll be hurting for energy after the Thardus battle. Use the Spider Ball to roll up the track at the back of the room, then take the elevator down to Magmoor Caverns. There is a Save Station behind the blue door. Make sure that you save one Missile during the Thardus battle—you'll need it to enter the Save Station.

wavebuster

The backtracking path to the Wavebuster is long and treacherous. Trek through Magmoor Caverns to claim an Artifact, then grab a couple of Missile Expansions from the Chozo Ruins. You're going to need a lot of Missiles to get the Wavebuster, so return to Samus's ship if you're running low.

[CHOZO ARTIFACT]



Go to the Monitor Station and active the Spinner Device on the top floor to raise a bridge. Jump across the bridge, then walk to a blue door. The new room is called the Warrior Shrine, and it contains a Chozo Artifact.

[TREE-MENDOUS]



When you return to the Main Plaza, look for a large tree near the entrance. Jump up and around the room until you are on a platform facing the tree, then blast it with a Super Missile to reveal a Missile Expansion. Spring over to the new hole to claim the prize.

[WE ALL SHRINE ON]



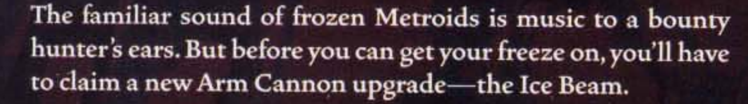

Go to the Morph Ball Shrine and use the Boost Ball to rocket up the ramp and speed to a higher level. One side of the ramp hides a Missile Expansion, and the other holds a Spider Ball Track that leads to the Wavebuster.

[WAVEBUSTER]



In the Tower of Light, jump to the middle of the room and look for four cracked blocks—one on each side of the room. Blast each block with three Missiles to make one level of the tower collapse. Jump up to the next level and repeat the process until you can reach the Wavebuster.

ice beam



The familiar sound of frozen Metroids is music to a bounty hunter's ears. But before you can get your freeze on, you'll have to claim a new Arm Cannon upgrade—the Ice Beam.

[WHEEEEE!]



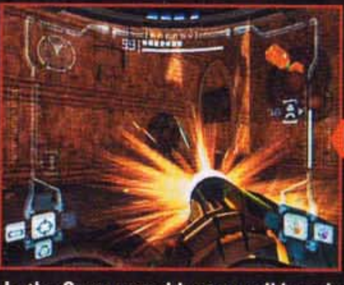
As you pass through the Ruined Spa, curl into Morph Ball form and jump into the fountain. A geyser of water will propel you into the air. Hold R to grab on to a Spider Ball Track, then roll along the track until you find another Missile Expansion.

[HIGHER AND HIGHER]



Go to the Gathering Hall and jump up and around the room until you see a pair of red lights. Leap on top of a red light fixture, then spring up to a higher platform. If you drop a Bomb, you'll blast open a gate and uncover a Missile Expansion. Once you get it, continue to the Furnace, then roll up the Spider Ball Track there.

[CROSSING THE WAY]




In the Crossway, blast a wall hanging with a Super Missile. Scan the former hanging to open Spider Ball Tracks, then boost up to the tracks and drop Bombs in the Morph Ball Slots. Finally, ride up a moving piston to reach a Missile Expansion.

[CHOZO BOWLING]




Enter the Hall of the Elders, fight the Chozo Ghost, then roll into the statue's hands—it will bowl you to a higher level of the room. Find a purple slot and shoot it with the Wave Beam, then let the statue bowl you again. Walk to the Reflecting Pool and drop a Bomb in the bottom of the pool. Use the Boost Ball to speed to the next level, then go through a door and grab the Ice Beam.

gravity suit



There's a Save Station across from the Ice Beam room. Use it, then roll through a tunnel to an elevator. Take the elevator to the Tallon Overworld, then head back to Phendrana Drifts and use the Spider Ball Track in Magmoor Caverns South—the room behind where you fought Thardus.

[EASY FREEZY]



Explore the new areas until you enter a room called Frozen Pike. Drop to the very bottom of the room (underwater) and climb up until you find a purple door. Go through the door and enter the Frost Cave. You'll find Hunter Metroids in the cave—take them out with an Ice Beam blast followed by a single Missile.

[A LONG TREK]



To reach the Gravity Suit, you'll have to make some bridges. Lock on to stalactites, then fire Missiles to make them fall. You'll have to shoot the ice formations both in Frost Cave and Hunter Cave. From Hunter Cave, walk through to the Gravity Chamber and look for the Gravity Suit upgrade. It's easier to find if you use the Thermal Visor.

power bomb

The Gravity Suit lets you move through water as if it were open air. After you obtain it, you'll need to enter the crashed Pirate Ship that you encountered at the beginning of the game. Go back to Tallon Overworld, head for the Frigate Crash Site and look for a white door.

[A WATERY HIDING PLACE]



Once you drop into the water in the middle of the Frigate Crash Site, look around for a Missile Expansion (it's much easier to find with the Thermal Visor). Once you get it, head to the far side of the pool, then climb out and look for a white door behind a stack of crates. The door leads to the downed Pirate Ship.

[POWER ON]



Most of the doors inside the downed ship have lost power, so you'll need to restore the juice. Use a combination of the Thermal Visor and the Wave Beam to charge the sticky doors, but keep one eye open for attacking Aqua Pirates.

[ENERGY TANK]



Near the end of the ship, you'll enter a room called the Hydro Access Tunnel. There is an Energy Tank at the very top of the tunnel, and you must bomb your way up to it. Drop a Bomb, then let it explode and carry you upward. Just before you reach the top of the jump, drop another Bomb. You may need to practice a few times, but don't leave without the Energy Tank! You won't come this way again.

[THAT'S A BIG GUN]



In Phazon Mines, go through the following rooms: Main Quarry, Mine Security Station and Elite Research. At the top of Elite Research, use a Spinner Device to move a gun, then scan a computer to fire it. The left-hand rock wall hides a Missile Expansion.

[TRACKING DEVICES]





Inside Ore Processing, drop one Bomb in the Morph Ball Slot on the bottom floor, roll to floor two and drop two Bombs, then return to the first floor and drop three Bombs. Take the red track to the next area.

[POWER BOMB]



Go through the following rooms: Elite Control Access, Elite Control, Ventilation Shaft and Central Dynamo. Once you hit Central Dynamo, destroy a Cloaked Drone with the Wavebuster, then roll under the floor. Scoot through an electric maze to find the Power Bomb upgrade.

grapple beam

Drop one Power Bomb at either end of Central Dynamo, then walk through the far door and save your game. Afterward, head back to the large device in the middle of Ore Processing to earn the Grapple Beam.

[GREEN FOG RISING]



There is a weak metal grating at one end of the Ventilation Shaft. Drop a Power Bomb there, then roll down the new hole until you find a Scan Point. Scan it both to remove the poison gas from the Ventilation Shaft and to reveal an Energy Tank. Grab the tank and make for Ore Processing.

[GRAPPLE BEAM]



As soon as you enter Ore Processing, turn right and jump a large gap. Plant a Power Bomb near the pile of rubble, then lay two Bombs inside the Morph Ball Slot. Drop down one level and plant three Bombs, then drop to the bottom and lay one Bomb. Roll up the yellow Spider Ball Track to find the Grapple Beam.

x-ray visor

The fourth and final visor can be yours if you are clever. To reach the X-Ray Visor, leave the Phazon Mines and enter the Great Tree Hall. Before you exit the mines, however, take a moment to grab another Artifact.

[CHOZO ARTIFACT]





Go to Elite Research and drop a Power Bomb near the cracked tank. A Phazon Elite will emerge. Wait for it to raise its arms over its head, then shoot it in the face with a Super Missile. Once it's gone, grab the Chozo Artifact inside the tank.

[HALFPIPE HOOTENANNY]



Leave the mines and go to the Great Tree Hall. Roll up a Spider Ball Track, then drop and look for a door. Go through the door, drop a Power Bomb to enter the Life Grove Tunnel, then roll through. When the camera switches to a side view, look for a halfpipe. Boost up and down until you land on top of the halfpipe, then drop a Bomb to earn a Missile Expansion. Afterward, continue on your way.

[X-RAY VISOR]



Drop into the Life Grove via the tunnel, then look for the X-Ray Visor in the middle of the room. Once you have it, plant a Power Bomb next to the wall to blast your way free. If you're out of Power Bombs, eliminate the creature crawling down the wall to earn one.

[CHOZO ARTIFACT]



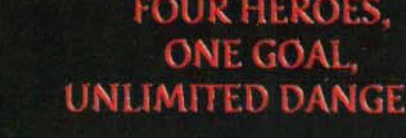


A Chozo Artifact lies waiting in the Life Grove. Roll through the water until you find a round, black area. Drop a Bomb there to reveal a Spinner Device. Roll inside the device until a bridge forms, then run across the bridge to find the new Artifact.

the end of the beginning

It's been a long, hard battle, but you're not even close to the end! There are still tons of Missile Expansions, Artifacts and Energy Tanks waiting to be found—not to mention a few more upgrades for the Power Suit and Arm Cannon. Use the new visors to search every nook and cranny of Tallon IV. Good luck! You're going to need it.

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ATARI



SKIES of ARCADIA LEGENDS™

CLIMB ABOARD FOR OUR FIRST LOOK AT SEGA'S SKIES OF ARCADIA LEGENDS—EXCLUSIVELY FOR THE NINTENDO GAMECUBE.

THE AGE OF EXPLORATION

With the creation of airships, Arcadia's people were finally able to explore lands far beyond their own. Sailors would return home with awe-inspiring stories about exotic lands and riches beyond their wildest dreams. Arcadia's people took to the skies with hopeful dreams, and the hunger for exploration grew. Merchant ships set up trade routes between the newly discovered cities, bringing about a new way of life. With tales of long-lost treasure and the temptation of wealthy merchant ships, air pirates appeared. Air pirates developed two factions—the cruel, predatory Black Pirates, who steal from any ship in the sky, and the valiant Blue Rogues, who hunt for treasure and steal only from the tyrannical Imperial Armada. From the Blue Rogues' legacy comes the story of Vyse—a brave, young Blue Rogue—his best friend Aika, and the amazing friends they meet during their adventure through the skies of Arcadia.

FRIEND & FOE

Vyse and Aika begin their journey alone but soon meet many friends to aid them in their quest. Through their victories and hardships, the lives of the characters become intricately intertwined. Relationships form, histories are unveiled and trust grows. With a strong loyalty to each other and to their cause, Vyse, Aika, Fina and the countless friends they make fight for the freedom of Arcadia and those they love. The rag-tag heroes will face many enemies as they battle the Valuan Empire's ruthless forces, but a Blue Rogue never gives up.



Friends may come and go, but Vyse, Aika and Fina are always together. Joined by fate, the trio faces its destiny together and grows strong.

The people of Arcadia are almost as colorful as the six moons. Each person you meet has a unique personality, style and sense of humor.

As Vyse, Aika and Fina search Arcadia for the six ancient Moon Crystals, they meet many strange and wondrous people in distant lands.



A Blue Rogue's life is often difficult—enemies lie around every corner. From the Imperial Armada to Black Pirates—many will try to stop you.



VYSE

A valiant Blue Rogue with a noble heart and a fierce spirit, Vyse yearns to see the world with his own eyes, loves adventure and is unfalteringly loyal to his friends.

EXPLORE ARCADIA

For each of Arcadia's six moons, there is a unique culture and land. Arcadia's six kingdoms are formed from island clusters where people have built cities, temples and fortresses. Having access to an airship is a must for traveling in Arcadia—the sky is the limit, literally. Upgrade your airship with an array of cannons, armor and other accessories to protect against hostile ships.

Arcadia is vast and beautiful. With an airship at your disposal, you can easily travel to the far reaches of Arcadia. One of the moons influences life in each land.

The skies can be a dangerous place, especially for an ill-equipped vessel. Stock up on armor, artillery and other useful items for your ship at the Ship Parts Shop.

Experienced sailors develop detailed maps that outline where they've traveled. As you explore the world of Arcadia, more lands will appear on your world map.

Sailors often have the best information and rare goods. Stop and chat with other airsailors to discover secret black market shops and gather vital stories about the land.

THE ALBATROSS

CONFLICT & CONQUEST

All battles in Skies of Arcadia Legends are turn-based, but the battle details and strategies are unique. Vyse and friends will encounter enemies on land and while flying the skies in their airship. Each character has a weapon type that he or she alone can use, but all of them can infuse their weapons with any colored Moon Stone the party possesses. Through battle, the party builds up a reserve of Spirit Points that the characters use to cast spells and perform powerful S-moves. Spirit Points rise as the battle rages and as party members Focus. Characters gain experience toward their levels and toward the types of magic their weapons are infused with. It is how characters learn new spells.

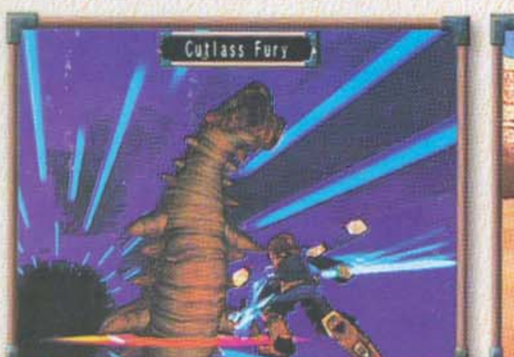


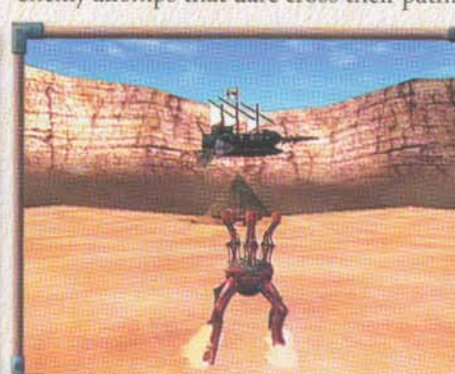
BATTLE BY LAND

As Vyse, Aika and the rest of the Blue Rogues travel the world, they'll encounter hostile creatures and people. Through turn-based battle, you'll defeat enemies in ancient temples, palaces and lands to grow in strength and progress further in your quest.

CONQUER BY AIR

Aboard their vessel, a skilled crew of air pirates is unstoppable. Valiantly flying the Blue Rogue flag from their mast at all times, Vyse and friends enter battle with Black Pirates, the Imperial Armada and any other enemy airships that dare cross their path.







AIKA

Vyse's best friend since childhood, Aika is a headstrong, spirited girl with a kind heart and steadfast determination. She'll follow Vyse to the end of the world and back.

SIDEQUESTS

Skies of Arcadia Legends features a large number of fun side quests that enrich the main story. An air pirate's life is full of danger and excitement—discoveries lurk around every corner. Take a break from your quest to hunt down nefarious Black Pirates, search Arcadia for new world discoveries, meet new friends, build a crew for your ship and more!



WANTED LIST

On rare occasions, the Sailors' Guild will put a bounty on the head of an especially infamous Black Pirate. Any soul brave enough to hunt down the condemned men and women and drive them away can return to the Sailors' Guild for a handsome reward and a bit of fame.



FIND CHAMS FOR CUPIL

Fina's peculiar little companion, Cupil, loves to eat Chams (Moon Stone shards). Cupil will grow and evolve from eating Chams. When Cupil smells a Cham nearby, the creature bounces and chirps in excitement—your clue to search the area.



CATCH MOONFISH

Visit Doc and Maria on the medical ship outside Sailor's Island to receive the Moon Lens which enables Vyse to see Moonfish. Doc will ask you to catch Moonfish to feed Maria's pet bird. Bring Moonfish back to Doc to receive special items.





WORLD DISCOVERIES

The Sailors' Guild will pay for information about any world discoveries you've made in your travels. Much of Arcadia is still uncharted, and ancient secrets await keen-eyed adventurers. Your compass will spin wildly when you're near a potential discovery.

THE ARCADIAN MOONS

GREEN MOON

Vyse holds the Green Moon Stone. Green Moon magic is weak against Red Moon attacks but strong against the Purple and Yellow Moons. The Green Moon's element embodies earth.

RED MOON

Aika holds the Red Moon Stone. Red Moon magic is weak against Blue and Purple Moon attacks but strong against the Purple and Green Moons. The Red Moon's element embodies fire.

PURPLE MOON

Dyne gives Vyse the Purple Moon Stone. Purple Moon magic is weak against Red and Green Moon attacks but strong against the Blue and Red Moons. The Purple Moon's element embodies ice.

BLUE MOON

Drachma lets you use his Blue Moon Stone. Blue Moon magic is weak against Yellow and Purple Moon attacks but strong against the Red Moon. The Blue Moon's element embodies water.

YELLOW MOON

Dyne gives Vyse the Yellow Moon Stone. Yellow Moon magic is weak against Green and Silver Moon attacks but strong against the Blue and Silver Moons. The Yellow Moon's element embodies wind.

SILVER MOON

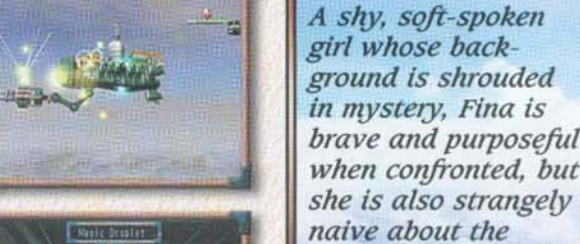
Fina holds the Silver Moon Stone. Silver Moon attacks are stong against Yellow Moon magic, but its defenses are weak against Yellow Moon magic. The Silver Moon's element embodies spirit.



MOON STONE MAGIC

All creatures on Arcadia have innate moon elements that reflect the moons of their native lands. Moon Stones are small pieces of the moons, and they empower users with the corresponding moon's elemental magic. Vyse and his companions learn new magical abilities by using Moon Stones on their weapons in battle. You can change your weapon's elemental properties at any time when you possess different-colored Moon Stones. With that tactic, you will gain normal and magical experience in battle. Learn your enemy's elemental weakness and imbue your weapons with corresponding Moon Stone color to sway battles in your favor.





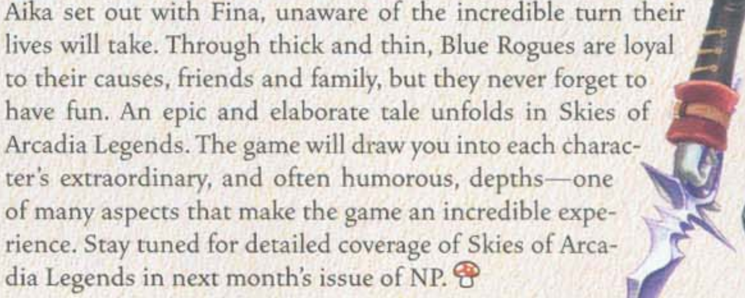


FINA

A shy, soft-spoken girl whose background is shrouded in mystery, Fina is brave and purposeful when confronted, but she is also strangely naive about the practices of everyday life on Arcadia.

BLUE SKIES AHEAD

Following their dream to see what lies beyond the sky, Vyse and Aika set out with Fina, unaware of the incredible turn their lives will take. Through thick and thin, Blue Rogues are loyal to their causes, friends and family, but they never forget to have fun. An epic and elaborate tale unfolds in Skies of Arcadia Legends. The game will draw you into each character's extraordinary, and often humorous, depths—one of many aspects that make the game an incredible experience. Stay tuned for detailed coverage of Skies of Arcadia Legends in next month's issue of NP.







SKIES of ARCADIA
LEGENDS
NINTENDO POWER



slash
KEY FEATURES:
» Redline Monster Fork3.
» Alex X-303 alloy rims1.
» Promax brakes2.
» Redline Freaky-G Grips.
» Colors: Grey & Blue.
1
2
3
Yet another Adam Strieby original,
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OnGuard
ONE MEAN LOCK.
SportsLink
NINTENDO POWER
PRIME

Harry Potter and the Chamber of Secrets

House-elf Dobby's warning rings true this issue. "If Harry Potter goes back to Hogwarts, he will be in mortal danger." Join us as we guide Harry to school and closer to the Chamber of Secrets.

Passage to Diagon Alley

In last month's review of Harry Potter's GCN debut, Harry had gone one fireplace too far in a mishap with Floo Powder. He landed in Borgin and Burkes, a Knockturn Alley wizard's shop. Before the shopkeeper knew that Harry was there, the young wizard managed to learn the Lumos spell and leave via a secret exit. Harry's adventure continues in Diagon Alley.

The School Year Begins

Harry is in Diagon Alley to prepare for his second year at Hogwarts School of Witchcraft and Wizardry. As you guide him into the alley, you'll meet Mrs. Weasley and her daughter, Ginny, who has had her own problems with Floo Powder.

Things To Do

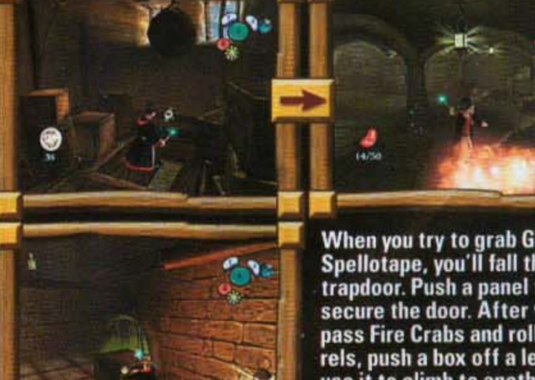
- Get the spell book.
- Find Ginny's Spellotape at the Leaky Cauldron.
- Find Ginny's quill at Gambol and Japes.
- Find Ginny's scales at The Magical Menagerie.
- Buy a vial from Mr Mullpepper's apothecary.
- Go to the bookstore.

Buy a Book



Your first stop should be Flourish and Blotts. There you can purchase the Standard Book of Spells (Grade 2) for one Sickle. A quick read will teach you advanced spell casting. Use your new skill to break open small barrels with Flipendo and earn Sickles.

Hagrid's Haunt—The Leaky Cauldron



When you try to grab Ginny's Spellotape, you'll fall through a trapdoor. Push a panel to secure the door. After you pass Fire Crabs and rolling barrels, push a box off a ledge and use it to climb to another ledge. When you return to the upper floor, you'll be able to grab the tape without falling.

Collect the Quill



Cast Flipendo on the Magical Measurer in Gambol and Japes to open a passage to Ginny's Quill. Look for another passage behind one of the bookcases.

Sneak to the Scales



The shopkeeper at The Magical Menagerie will tell you that the store is closed. Use the Wall Sneak technique to elude him, then push a panel on the wall to unlock a door and find Ginny's Brass Scales on the other side.

Purchase a Potion



Once you have eight Sickles, buy a vial from Mr. Mullpepper's Apothecary and fill it with Wiggenweld Stamina Potion from a cauldron in the store.

Off to Hogwarts

After you collect Ginny's things, you'll return to Flourish and Blotts to meet the famous Gilderoy Lockhart. While Lockhart bends your ear with his adventures, Ron will inform you that you've missed the Hogwarts Express. The only way that you can reach Hogwarts on time is with the Weasleys' flying car. The flight will end in a collision with the Whomping Willow.

Things To Do

- Rescue Ron.
- Meet Ron outside the Hogwarts entrance.
- Go to the Gryffindor common room on floor 7.
- Visit Fred and George Weasley's shop.

Watch for Roots

As you make your way around the tree, use Flipendo to hit the roots that pop out of the ground.

Flipendo Finesse



After you clear Puffapods out of the way and crawl through a small hole, you'll battle a band of Imps. Hit them with Flipendo, then break through a log barrier by casting Flipendo again.

Light Spirits



Climb a fallen log to an owl perch and get advice from Hedwig on how to ward off Gytrashes. Use Lumos to make the spirits turn tail.

Imp Alert



You'll crawl through a hole to find more Imps. Clear them away, then fill your vial and crawl through another hole.

Rescue Ron



When the tree's giant armlike roots take a break from punching the ground or tossing boulders, they'll show glowing spots on their palms. Hit the spots, then target the weak area behind Ron.

Enter Hogwarts



Following a conversation with Professor Snape, you'll have a chance to explore the grounds. When you're finished, go inside.

Gryffindor!



Take the grand staircase to the seventh floor and talk to the portrait of the fat lady. Hermione will step in and tell you the password.

Trade Beans for Goods



Ron will tell you about Fred and George's shop. Sneak past prefect Percy and speak to a small portrait. The painting will move aside and allow you to enter.

Day One

The main activity during your first day of school is Madam Hooch's Flying class. You'll meet Ron in the entrance hall then walk to the flying pitch for the lesson. If you manage to get a good grade on the flying test, you'll earn House Points for Gryffindor. You can take the test as many times as you like. The best grade is a Distinction.

Things To Do

- Meet Ron in the entrance hall.
- Complete a flying lesson with Madam Hooch.
- Talk to Neville and challenge Hogwarts students to minigames.

Take to the Sky



The way that you move the broom initially will determine the control scheme. Madam Hooch will give you a practice run then challenge you to a test. You must fly through as many enchanted rings as you can before time runs out. If you miss a ring, keep flying forward. It takes too much time to double back.

Fun and Minigames



Whenever you catch up with Neville Longbottom, he'll challenge you to your choice of games—Gnome-tossing or racing. If you do well, you'll earn cards.

Night One

Neville has gotten himself stuck in a tapestry. When you reach the common room, Hermione will ask you to free Mr. Longbottom from the enchanted wall hanging. To do the job, you'll need a new spell that you can find only in a greenhouse that Horklumps guard. Before you take off for the greenhouse, you'll need a lesson in Horklump removal. You'll begin in the library.

Things To Do

- Find the Horklump book.
- Remove Horklumps from a greenhouse doorway.
- Find the Diffindo severing charm.
- Rescue Neville from behind the tapestry.

Pass the Prefects



The library is on the second floor. Enter the library annex first and sneak past two prefects to the library door.

Smashing Read



Marauding with Monsters is opposite the library entrance. Collect the book, then break glass jars for goodies inside.

Leave the Library



The prefects are still in the library annex. If they catch you, they'll cast Locomotor Mortis and send you back to the library.

Horklump Heave



You'll find five Horklumps in front of a greenhouse door. Hit them with Flipendo to make them shrink. Before they grow back, pick them up and toss them out.

Deliver Diffindo



Look for a book in the greenhouse. When you find it, you'll learn the Diffindo severing charm. Assign it to a button.

Let out Longbottom



After an incident on the second floor, return to the Gryffindor common room and cast Neville out of the tapestry.

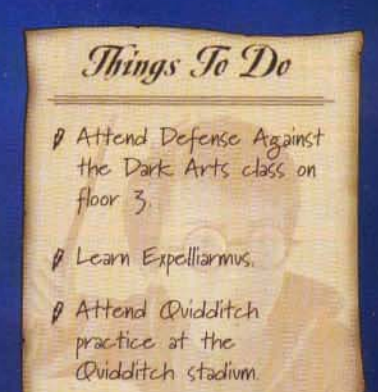
Day Two

On the second day of class, you'll finally see Gilderoy Lockhart in action as the new Defense Against the Dark Arts teacher. After you learn the Expelliarmus spell, the lesson will end with a wizard duel against your rival, Draco Malfoy.

Things To Do

- Attend Defense Against the Dark Arts class on floor 3.
- Learn Expelliarmus.
- Attend Quidditch practice at the Quidditch stadium.

Expelliarmus Obstacle Course



Cast Flipendo on wall panels to make steps pop out and spiked balls emerge. Dodge the balls, then hit them with Flipendo. Bring down a tapestry with Diffindo, then cause blocking walls to drop by severing ropes. When you face spinning balls, turn and sever their ropes to slow them down. Hit Fire Crabs and cannons with Flipendo.

Fireball Volley



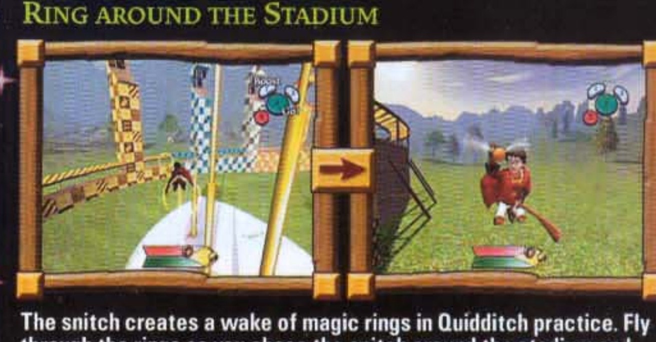
Capture the Gargoyle's fireballs with Expelliarmus, then send them back.

Duel Draco



Reflect Draco's Flipendo shots with Expelliarmus, then cast Flipendo at him.

Ring around the Stadium



The snitch creates a wake of magic rings in Quidditch practice. Fly through the rings as you chase the snitch around the stadium and take off at super speed when your broom's charge is maxed out.

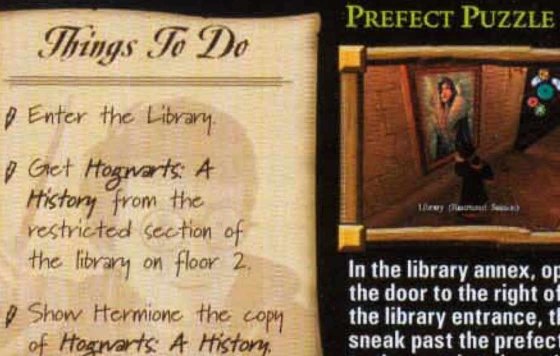
Night Two

Rumors of the Chamber of Secrets have piqued Hermione's interest. In your second night at Hogwarts, she'll ask you to find a book that will spill the beans about the chamber's secrets. You'll find it in the library's restricted section.

Things To Do

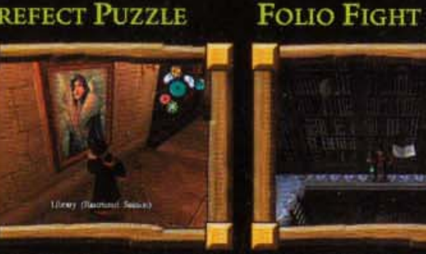
- Enter the Library.
- Get *Hogwarts: A History* from the restricted section of the library on floor 2.
- Show Hermione the copy of *Hogwarts: A History*.

Prefect Puzzle



In the library annex, open the door to the right of the library entrance, then sneak past the prefects to the restricted section.

Folio Fight



As you climb the shelves and wall-sneak along narrow passages, wait for books to fly away before you pass them.

Hedwig Helps





In the upper chamber of the restricted section, you'll find an owl treat on one end and an owl perch on the other. Call Hedwig to the perch and feed her the treat. She'll make a ladder drop. Climb up, then jump across the bookshelves to the Hogwarts history book.

The Battle of the Bookshelf



After you collect the book, you'll gain access to a new area. Once there, you'll face off with an animated bookshelf. Knock it over with quick Flipendo casts, then push a box to one end of a row of shelves, climb up and jump across shelves to obtain the Skurge spell.

Ectoplasm Exit



You can use the Skurge spell to dissolve the green, gooey ectoplasm that blocks some doors and passages. Use it to gain access to a round room that has several open doors and one barricade. Dissolve ectoplasm, sever tapestries and push panels. After you push all of the panels, the barricade will unlatch.

Duel Goyle



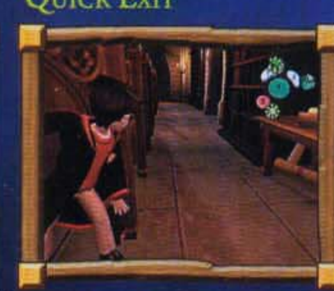
Before you can open the door, you'll have to duel a Slytherin. Use Expelliarmus and Flipendo.

Boost, Fire and Unlock



When you reach the next blocked passage, push a box up against a ledge, climb up, clear a passage with Skurge and use Flipendo to push a switch.

Quick Exit



You may be lost, but you're very close to the library. Sneak, crawl through a hole and drop into the library annex.

History Lesson



When you bring the history book to Hermione, she'll read it and tell you about the "horror within" the Chamber of Secrets.

Day Three

Your third day at school is a busy one indeed. You'll learn a new spell in Transfiguration class, turn rocks into birds, battle another gargoyle and play in a Quidditch match against Hufflepuff, leaving almost no time to collect Bertie Botts' Beans.

Things To Do

- Attend Transfiguration class on floor 1.
- Play in the Quidditch Match vs. Hufflepuff at the Quidditch Stadium.

Transfiguration Class—Quest for the Avifors



Use Skurge to clear away blocking ectoplasm, and push two panels to open a tunnel to a central chamber. Use Skurge and Lumos to move a block, then climb the block for a boost to the top of the central structure. Jump and Wall-Sneak around the room, blast another barrier and collect the spell.

Blocks into Birds



Use Avifors to turn two rocks into birds. The birds will land on floor panels and give you an exit.

Build Bridges



In the main area, clear passages with Avifors and hit switches with Flipendo to drop bridges.

Gargoyle Duel



Send the Gargoyle's shots back with Expelliarmus and blow it to pieces.

Grab the Snitch NP



The outcome of the Quidditch match rests on your shoulders. Build your boost, then take off.

Night Three

Upset by Draco's growing disdain for students who don't have witches and wizards for parents, Hermione will recruit you to discover what the slimy young wizard is up to. You'll need a disguise before you can approach him.

Things To Do

- Meet Hermione in the girls' bathroom on floor 2.
- Talk to Draco Malfoy in the Dungeons.
- Meet Hermione and Ron in the Girls bathroom on floor 2.

Polyjuice Plan

Hermione is waiting for you in the girls' bathroom. She'll make you look like Draco's friend, Goyle.

In the Dungeon with Draco



When you catch up to Draco, he'll fill you in on the Slytherin side of what's been going on in the Chamber of Secrets. After you're finished speaking with him, use stealth to sneak out of the dungeon.

Day Four

The main item on your agenda for the fourth day of class is to learn the Incendio spell in Charms class. As you have done in other classes, you'll have to complete a challenging obstacle course before you can reach the spell book.

Things To Do

- Attend Charms class on floor 2.
- Play in the Quidditch match vs. Ravenclaw at the Quidditch stadium.

Incendio Education



When you reach Professor Flitwick's Charms class, he'll challenge you to collect the Incendio spell. After you climb into the Incendio Challenge Chamber, you'll duel a gargoyle for entrance to another area, then duel two more gargoyles to open the passage to the spell. Use Expelliarmus to hit them with their own shots.

Start a Fire, Stop a Fire



Use Incendio on a stone urn to make a pillar crumble, walk down an open passage and hit a switch to extinguish a blocking flame. Return to the main room and raise platforms by using Incendio, then cast Flipendo on two of the boar statues. Hop on the platforms and push a button to extinguish the flame in the room's exit halfway. Repeat the process on the other side to extinguish the entire flame, then leave.

The Chamber Awaits

The diary of Tom Riddle will turn the story to events from 50 years ago, when Riddle and Hagrid were students and the Chamber of Secrets was last opened. You're getting closer to understanding the chamber's mystery. You have a few more clues to find, two more Quidditch matches to play and one frightening night in the forbidden forest to endure. Then you'll be ready to enter the chamber and discover its secrets.





CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



STAR WARS: THE CLONE WARS INSTANT BONUSES—PAGE 87

The giants of surfing, hip hop and monster-sized mayhem all get code-breaking coverage this month. When we're not surfing with a tiki god, posting up with Busta Rhymes or busting buildings with Orga, we'll unravel the mystery of feng shui and give you one last code for Freekstyle.

KELLY SLATER'S PRO SURFER — GCN

CHEAT TSUNAMI — CODES

RIDE A WAVE OF UNLOCKING AND UPGRADING CHEATS.

It may be too cold to surf outside, but the water is fine in Kelly Slater's Pro Surfer. Activision's surfing simulator is awash with cool codes, including one that unlocks ubiquitous board-balancer Tony Hawk. Select the Extras entry from the ship cabin main menu, then choose the Cheats option. The cheat-entry interface is a cellular telephone, and every cheat is a 10-digit telephone number. After you enter a valid code, the telephone will flash the message "New Cheat Unlocked." Select the Toggle Cheat option to look at a list of your unlocked cheats and to toggle them on and off. Cheats start in the "on" position. You can turn them off by highlighting them and pressing A.

CHARACTER-UNLOCKING CHEATS

Four unlockable characters will ride the waves if you input the right digits. Two of them are fictional surf fiends—two are athletes from other sports in Activision's sports game fold. Every unlockable character comes with his own custom board, such as the Surfreak's motorized board and Travis Pastrana's tricked-out flame board.

CHEAT	RESULT
3105556217	FREAK
3235559787	TONY HAWK
8885554506	TIKI GOD
8005556292	PASTRANA
9495556799	ALL SURFERS



The tiki god is a monster on the waves. He has the best initial stats of any surfer, including Kelly Slater.

STAT AND TRICK CHEATS

A handful of cheats affect your performance. With them, you can balance better, jump higher and pull off every trick in the book. The Balance code's effect is negligible, but the others work as advertised.

CHEAT	RESULT
2135555721	BALANCE
2175550217	HIGH JUMP
3175554007	HIGHER JUMP
6265556043	ALL TRICKS
2125551776	MAX STATS

CAMERA CHEAT

See the action from the eyes of a pro surfer by unlocking the first-person mode. After you enter the code, select the Camera Settings entry from the Options Menu, then choose the First Person Camera Mode. When you start a session, you'll see nothing but a sandy beach and curling water.

CHEAT	RESULT
8775553825	FIRST PERSON CAMERA MODE

SUIT CHEAT

Every surf pro comes with his or her own unlockable personality suit—an alternate look at the surfer. Some of the changes are subtle. Some are silly. Some are strange. All of them show an aspect of the surfers' personalities.

CHEAT	RESULT
7025552918	ALL SUITS

LEVEL CHEAT

You can sample every surf in the game by entering the All Levels code.

CHEAT	RESULT
3285554497	ALL LEVELS

MLB SLUGFEST 20-03 — GCN

CODEFEST 20-03, CONTINUED — CODES

CRAZY TEAM UNLOCKS HEAD A NEW LIST OF SLUGFEST CHEATS.

In Volume 161, Classified Information brought you six cheats for Midway's wild baseball game. Now we have 13 more. A large chunk of them let you turn your players into animals, as odd as that may seem. The MLB Slugfest 20-03 code-entry system is similar to that of other Midway games. After you select your teams and press the Start Button, you'll see icons at the bottom of the screen that are associated with each team. You can change the icons by pressing the B, A and X Buttons. Press the buttons the number of times shown in the table below, then press the Control Stick in the indicated direction to trigger each code.

B	A	X	DIRECTION	RESULT
2	1	2	RIGHT	EAGLE TEAM
2	1	1	RIGHT	HORSE TEAM
2	2	-	RIGHT	LION TEAM
2	1	-	RIGHT	PINTO TEAM
3	3	3	RIGHT	TEAM TERRY FITZGERALD
-	-	4	UP	LOG BAT
2	4	2	UP	RUBBER BALL
-	-	4	LEFT	MACE BAT
-	-	3	LEFT	MAXIMUM SPEED
3	-	-	LEFT	MAXIMUM BATTING
2	-	-	RIGHT	BIG HEAD
2	-	-	LEFT	TINY HEAD
3	2	1	UP	ROCKET PARK STADIUM

No code collection is complete without cheats that change the characters' head size. Slugfest has big head and tiny head codes.

Terry Fitzgerald is the president of Todd McFarlane Entertainment. In Volume 161, we revealed the Team Todd McFarlane code (2 2 2 Right).



Three, two, one, blastoff! The Rocket Park Stadium is a real launching pad, especially if you use Volume 161's Maximum Power code (0 3 0 Left).

NBA LIVE 2003 — GCN

HIP-HOP HOOPS — CODES

UNLOCK A STARTING LINEUP OF HIP-HOP STARS, LED BY BUSTA RHYMES.

NBA Live 2003's new Freestyle control scheme works hand in hand with a freestyle music mix from a group of hip hop artists who appear as free agents in Season Mode. All you need is the right moves to unlock them. Select the Roster Management option, then enter the Create Player interface. Choose the player's bio and enter in any of the key words listed below as the player's last name. After you input the name, a confirmation message will pop up to tell you that you have unlocked a player. You'll find the player in the free-agent pool. All of the unlockable players have high overall stats. Busta Rhymes, DJ Clue and Fabolous have ratings of 96 (out of 100), while producer Just Blaze rates a 91 and Hot Karl rates an 87.

LAST NAME	UNLOCKED PLAYER
FLIPMODE	BUSTA RHYMES
MIXTAPES	DJ CLUE
GHETTOFAB	FABOLOUS
CALIFORNIA	HOT KARL
GOODBEATS	JUST BLAZE



Select Roster Management, then choose to create a player with a key last name. You'll unlock a star of beats and of the boards.

FREEKSTYLE — GCN

CASH IN — CODE

THE SOMONEY CODE UNLOCKS RACERS, TRACKS, BIKES AND OUTFITS.

The Freekstyle code marathon has led to a final code—the one that unlocks everything! Select the Enter Codes interface from the Options menu and enter SOMONEY as your code. A "Valid" message will confirm correct code entry. The code unlocks all racers, tracks, bikes and outfits for the single-event modes. It unlocks only outfits (for the default racers) in Circuit Mode.

CODE	RESULT
SOMONEY	UNLOCK EVERYTHING FOR SINGLE-EVENT MODES





One code does the work of many. After you enter the code, you can customize a single event any way you like.

TOUGH SPOTS

ADVENTURER FOX MCCLOUD GETS IN SOME STICKY SITUATIONS ON DINOSAUR PLANET, BUT YOU CAN HELP HIM OUT OF THEM.

When we left Fox McCloud in Volume 162's Star Fox Adventures strategy review, he was leaving CloudRunner Fortress with the second of four SpellStones. As you guide Fox through his journey, you'll face many challenges. We're here to help you through some of the toughest ones.

ENTER OCEAN FORCE POINT TEMPLE

The second SpellStone belongs in Ocean Force Point Temple. You'll find the entrance to the temple in Cape Claw. After you collect a Fire Gem from a member of the LightFoot clan on the beach, climb up to a closed door near the large rock face and use your SharpClaw disguise to enter a chamber. Once inside, you'll find a switch that stops the waterfall's flow, which will give you access to a cave. Follow the current into the cave, drop down to a Krazoa Head statue and collect another Fire Gem. With both gems in hand, climb the walkways on the exterior wall to an open entrance. You'll find two Krazoa Head statues and a door in a large chamber. The door won't open immediately after you place the Fire Gems into the statues. Something else has to happen first. Hit a switch in the back of the room to make a pillar drop to floor level. Tell Tricky to stay on the pillar, then hit the switch again to make the pillar and Tricky rise to the top of the room. Tricky will find brambles on the wall. Have him burn them to expose a hole. Sunlight will shine through the hole, energize the Fire Gems and cause the door to open.

After you traverse a tunnel, you'll find a large room that has a closed gate. Hit a switch with your Fire Blaster to make the water level rise, then swim through a side passage to a burnable barrier. Burn it, push a block into the main chamber and hit the switch to lower the water level. Then push the block onto a gate-opening floor panel.



After you put the Fire Gems into the Krazoa Heads, use a pillar to lift Tricky to the ceiling and have him burn a barricade. Light will pour into the room.



When you reach the chamber with the locked gate, raise the water level, swim and push a block into the water. Then use the block to open the gate.

OCEAN FORCE POINT TEMPLE INTERIOR

After you get past the electrified panels inside the Ocean Force Point Temple, activate the warp pad and warp to another part of the temple, you'll reach a series of rooms that have an overhead vent system. In the third room of the series, you'll find a closed portal and a switch on the wall. Hit the switch to lower the water level in the room, then drop to the floor and hit another switch to open the portal. Next, use the SharpClaw disguise to open a door that exposes a large block. Push the block to the ledge that is across a gap from the first switch, then climb up, jump and hit the switch to make the water level rise.

After you use Krazoa Spirit statues to douse fires and open another portal, you'll reach a pit that has a slideable block and a mazelike series of walls. You must use Fire Blaster shots to slide the block into a target area without making it hit an outside wall. Start from the side opposite the entrance and blast the block six times while walking around the pit in a counterclockwise pattern. When the block slides into place, a Rocket Boost Pad will activate in the first room of the series, giving you access to a path to the room where the SpellStone belongs.



When you reach the pit, slide the block into place using your Fire Blaster. With the block in place, you'll be able to rocket up to the vents.

THORNTAIL HOLLOW—SAVE THE EGGS

An adventure in LightFoot Village will lead you to the Krazoa Test of Fear and a trip to Krazoa Palace, where you will put another Krazoa Spirit in its place. In ThornTail Hollow, a dinosaur will ask you to save her eggs from thieving creatures. When you enter the egg chamber, a timer will begin to tick down and creatures will appear from four holes. If you can keep the creatures from leaving with the eggs during the alotted time, you'll earn a staff upgrade. At first, you'll manage fine by attacking creatures with your staff. When the creatures come more frequently, use Ground Quake to defeat several creatures at a time.



You must keep the creatures from leaving the chamber with the helpless ThornTail's eggs. Use Ground Quake to fight off multiple egg thieves.

WALLED CITY—RIVER RUN

When you reach the Walled City, your first task will be to light the sun and moon beacons to access King EarthWalker's chamber. After you talk to the king, cross the river, collect the Ground Quake upgrade and talk to four EarthWalkers along the shore. Each EarthWalker will point you to a torch, which you can light with a shot from your Fire Blaster. After you have lit all of the torches, a series of magic rings will appear in the water. The course begins near the *Arwing*. When you drop into the water and swim through the first ring, a timer will pop up and start to count down. As you swim through more rings, you'll earn more time. If you reach the end of the course before the timer runs out, you'll earn the Silver Tooth Key.



When the magic rings appear, leap into the water and start swimming. After you swim through the first two rings, drift left to catch the third.



When you go over the waterfall you'll have a chance to run on solid ground, but you'll make better time if you let the current carry you.



After you swim under the bridge, drift right and run on land. Line up with the left side of the next ring and jump back into the water.



Aim for the left side of the ring in deep water, then make your way to solid ground and run. Dive through the last ring and move on to the key.

WALLED CITY—REDEYE RAMPAGE

A Life-Force door blocks a structure on the hill, on the far side of the river. The door is connected to the area's RedEye population. Use your upgraded Ground Quake to knock the RedEyes to the ground, then hit the beasts with Fuel Barrels. When all of the RedEyes are gone, the Life-Force door will disappear and you will have access to the Gold Tooth Key.



Defeat the RedEyes, then collect the Gold Tooth Key from the building on the hill and use it (along with the Silver Tooth Key) to open the boss's room.

WALLED CITY—REDEYE BOSS

The boss of the Walled City is a huge RedEye, who is much too large to knock over with a Ground Quake. You'll find cages in two of the chamber's corners. Use a Fire Blaster shot to open one of the cages, and enter to find a Fuel Barrel. When you hear the RedEye boss approaching, step onto a pressure plate to cause an electrical surge in the hallway. When the boss walks into the current, it will drop to the ground. Run to the fallen beast and hit it with the Fuel Barrel, then run. Every time you hit the beast, the pressure plate will get closer to the electrical equipment that creates the current, making the beast drop at your feet. After you hit it with one last Fuel Barrel, Fox will hop onto the creature and remove the third SpellStone. You have one more SpellStone to collect in your effort to save Dinosaur Planet.



Hit the switch above a cage in the corner, then enter the cage and grab a Fuel Barrel.



Zap the RedEye boss with an electrical surge, then hit it with the Fuel Barrel after it drops to the ground.

GODZILLA: DESTROY ALL MONSTERS MELEE GCN

BLOCK-ROCKIN' CHEATS

CODES

CALL UP A HIDDEN CODE INTERFACE AND DIAL IN MONSTER CODES.

Before you destroy all monsters, you can enter any of several cheat codes to make some giant-sized changes in Godzilla's GCN building-buster. At the title screen, press and hold L, then B, then R. Next, release B, then R, then L. A cheat-code-entry interface will appear. The codes are six-digit numbers. Change the first digit by pressing Left and Right on the Control Stick, then press A to move on to the next digit. Repeat the process until you have entered all of the numbers—a loud Godzilla roar will confirm correct code entry. A lower, quieter rumble of a roar would indicate that you have entered an invalid code.





At the title screen, press and hold L, B and R (in that order), then release B, R and L (in order again). The cheat code interface will appear.

MONSTER UNLOCKS

Normally, you would have to play through the adventure to unlock monsters one at a time, and you would have to complete the game will all monsters to unlock Orga. Two six-digit cheats do all of the work for you. Key them in, then choose your monster.

CODE	EFFECT
696924	UNLOCK ALL MONSTERS EXCEPT ORGA
202412	UNLOCK ORGA

MODE CODES

When Godzilla debuted in the mid-'50s, many movies were shown in black and white or had vibrant, better-than-life color. Two graphic modes, unlockable through codes, explore both of those color schemes.

CODE	EFFECT
661334	ACTIVATE TECHNICOLOR MODE
567980	ACTIVATE BLACK-AND-WHITE MODE



Technicolor Mode gives the game a little more "B- movie" style.



Check out Black-and-White Mode for some old-school flair.

POWER CHEATS

The codes that affect game play more than any others are the ones that give monsters more strength, health and energy. Some codes are player-specific. The codes that apply to Player Two also affect computer-controlled monsters.

CODE	EFFECT
511012	PLAYER ONE BECOMES FOUR TIMES MORE POWERFUL
815480	PLAYER TWO BECOMES FOUR TIMES MORE POWERFUL
308929	HUMAN ARMIES DO FOUR TIMES THE DAMAGE
677251	ENERGY REGENERATES INSTANTLY FOR PLAYER ONE
435976	ENERGY REGENERATES INSTANTLY FOR PLAYER TWO
650867	ENERGY DOES NOT REGENERATE FOR PLAYER ONE
492877	HEALTH REGENERATES FOR ALL MONSTERS
649640	PLAYER ONE HAS INFINITE RAGE

CHARACTER-CHANGE CODES

You can make the monsters invisible or relatively small with a group of novelty codes. If you shrink your monster, it'll be as powerful as a large monster but a smaller target.

CODE	EFFECT
316022	ALL MONSTERS BECOME INVISIBLE
459113	PLAYER TWO'S MONSTER BECOMES INVISIBLE
986875	PLAYER ONE'S MONSTER SHRINKS
971934	PLAYER TWO'S MONSTER SHRINKS

ENVIRONMENT CHANGES

Without the benefit of a special code, you can pick up and toss only very small buildings and rock formations by pressing the A and B Buttons simultaneously. After you enter the code, you'll be able to lift large objects, too. Another code makes objects impervious to attacks, but you can still pick them up and throw them.

CODE	EFFECT
756287	MONSTERS CAN PICK UP ALL OBJECTS
112122	BUILDINGS AND OBJECTS ARE INDESTRUCTIBLE

GAME-ELEMENT CHANGES

You can give yourself more lives in the adventure, remove the bars and icons at the top of the screen or do away with power-ups by entering three different cheats.

CODE	EFFECT
760611	GET 11 CHANCES TO CONTINUE IN THE ADVENTURE
443253	REMOVE INTERFACE ELEMENTS
779886	REMOVE POWER-UPS

MISCELLANEOUS CODES

Some codes defy categorization, but their descriptions speak for themselves.

CODE	EFFECT
913963	ADD SMOG TO THE AREA'S PERIPHERY
176542	DISPLAY CREDITS

STAR WARS: THE CLONE WARS GCN

INSTANT BONUSES

CODES

UNLOCK A BONANZA OF BONUS MATERIALS, SCORE BONUS OBJECTIVES INSTANTLY AND EARN MORE EXTRAS WITH FORCE-FRIENDLY CODES.

The latest *Star Wars* adventure from LucasArts includes scads of bonus materials. By entering any of several codes, you can unlock many of the bonus materials or earn other extras that are not part of the bonus materials. Select the Bonuses entry from the Options menu, then choose Codes and enter in any of the codes listed below. Correct code entry will trigger a sound effect and a confirmation message.

COMPLETE OBJECTIVES

Every mission has three bonus objectives. The more bonus objectives you complete, the more bonus materials you will unlock. The YUB YUB code gives you credit for completing all of Mission 1's objectives instantly. It is the only code to include a space between words.

CODE	EFFECT
YUB YUB	COMPLETE THE FIRST THREE BONUS OBJECTIVES

UNLOCK MOVIES AND PHOTOS

After you complete all of the campaign missions in a location, you'll be treated to a cut scene that advances the story. You can replay the cut scenes that you've already viewed (along with trailers for two other LucasArts games) by selecting the Movies entry in the Bonuses list. The CINEMA code unlocks all of the scenes automatically. If you complete 40 bonus objectives, you'll unlock a concept-art sketchbook as part of the bonus materials. If you enter the SAYCHEESE code, the sketchbook will include two development team photos.

CODE	EFFECT
CINEMA	UNLOCK ALL CUT SCENES
SAYCHEESE	UNLOCK DEVELOPMENT TEAM PHOTOS

UNLOCK MULTIPLAYER FEATURES

Four of the game's 14 multiplayer scenarios are unlockable bonuses. One code unlocks all four scenarios at once. Another code makes the battle droid a playable character in the Geonosis Jedi Academy scenario.

CODE	EFFECT
FRAGFIESTA	UNLOCK FOUR BONUS MULTIPLAYER SCENARIOS
ROGERROGER	UNLOCK THE BATTLE DROID IN GEONOSIS



The Geonosis Academy scenario features characters on foot.



The unlockable battle droid attacks with a blaster.

4X4 EVO 2 GCN

JUMP-START YOUR CAREER

CODES

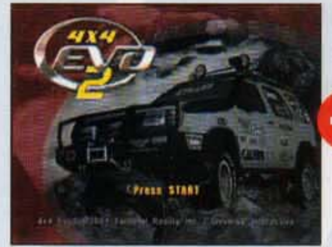
EARN INSTANT CASH, MISSIONS AND TEAM TRYOUT INVITATIONS.

Normally when you begin a career in 4x4 Evo 2, your options are limited and your funds are low. By entering three different codes on the Press Start title screen, you can begin a career with a good head start. After you enter a code, a tone will confirm correct entry.

INSTANT CASH

The standard starting bankroll for a career is $100,000. By entering a code, you will be able to begin with $1,234,567. Once you have qualified for one of the racing teams, you'll have enough money to buy one of the souped-up, team-specific vehicles.

CODE	EFFECT
Y, X, Z, Y, X, Z, X, X, Y, Z, X, Y	AMASS A BIG BANKROLL



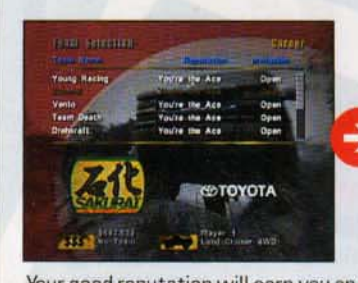


Give yourself a cash infusion at the start, then go shopping. You'll be able to afford a vehicle that will give you an advantage over the competition.

TEAM QUALIFICATION

You'll need a good racing reputation before any of the racing teams will invite you to their qualifying events. If you enter the Ace Reputation code, all nine teams will be willing to give you a trial. Select Team from the Racing menu, then choose your team and begin qualification.

CODE	EFFECT
Y, Y, Z, X, X, Z, Y, Y, Y, X, X, X	EARN AN ACE REPUTATION





Your good reputation will earn you an invite to any team qualifier. If you finish in first place, you'll make the team.

MISSION STATEMENT

When you're not racing, you can take on a driving mission to advance your career. If you've entered the mission code, you'll have 30 missions to choose from at the start.

CODE	EFFECT
X, X, Z, Z, Y, Y, Z, X, Y, Y, X, Z	UNLOCK ALL MISSIONS

FENG SHUI FINESSE

TIPS

MASTER THE ART OF FENG SHUI TO GIVE YOURSELF GOOD LUCK.

Animal Crossing incorporates feng shui into home furnishing. Orange feng shui items belong near the north wall. Red items belong near the east wall. Green items should be close to the south wall, and yellow items fit nicely near the west wall. If you put the feng shui items in their proper places, you'll have better luck when you dig up money. Instead of finding only 1,000 Bells from places in the ground that radiate light, there is good chance that you will find 10,000 Bells. Orange, green and yellow feng shui items also add to your item-collection luck. Animals will be more likely to give you items and Redd will be more likely to sell you rare items. Some items intuitively fit into a color designation (the Green Bench, for example), but other items are not quite as easy to pigeonhole (the Orange Cone is a red feng shui item). Many items don't figure into the feng shui scheme at all, even though their designs incorporate feng shui colors. Special feng shui items contribute to your money- and item-collection luck no matter where they are in your house. The following tables show all feng shui item designations.



Several NES games are red feng shui items.

Many plants have green feng shui designations.





If you practice good feng shui, there's a strong chance that your money-collection and item-collection luck will increase.

SPECIAL FENG SHUI ITEMS

- ANGLER TROPHY
- AUTUMN MEDAL
- BIG FESTIVE TREE
- DRACAENA
- FESTIVE TREE
- FISHING TROPHY
- G LOGO
- HINANINGYO
- HOUSE MODEL
- LUIGI TROPHY
- MANOR MODEL
- MAILBOX
- MARIO TROPHY
- PIGGY BANK
- POST MODEL
- SAMURAI SUIT
- SPRING MEDAL
- TANABATA PALM
- TISSUE
- TREASURE CHEST

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ORANGE FENG SHUI ITEMS (NORTH)

- CEMENT MIXER
- DETOUR SIGN
- FLAGMAN SIGN
- GERBERA
- JACK-O'-LANTERN
- MAPLE BONSAI
- MEN AT WORK SIGN
- MERGE SIGN
- OIL DRUM
- ORANGE CHAIR
- RUBY ECONO-CHAIR
- SPOOKY BED
- SPOOKY BOOKCASE
- SPOOKY CHAIR
- SPOOKY CLOCK
- SPOOKY DRESSER
- SPOOKY LAMP
- SPOOKY SOFA
- SPOOKY TABLE
- SPOOKY VANITY
- SPOOKY WARDROBE
- WET ROADWAY SIGN

RED FENG SHUI ITEMS (EAST)

- BARBEQUE
- BASEBALL
- BIRDCAGE
- BLUE DRESSER
- CABIN BED
- CABIN TABLE
- CLU CLU LAND D
- DETOUR ARROW
- DONKEY KONG
- DONKEY KONG 3
- DONKEY KONG JR.
- EXCITEBIKE
- FIREPLACE
- GOLF
- GRAPEFRUIT TABLE
- HAMSTER CAGE
- HAZ-MAT BARREL
- IRON FRAME
- JINGLE BED
- JINGLE CHAIR
- JINGLE CLOCK
- JINGLE DRESSER
- JINGLE LAMP
- JINGLE PIANO
- JINGLE SHELVES
- JINGLE SOFA
- JINGLE TABLE
- JINGLE WARDROBE
- LANTERN
- LAWNMOWER
- LOVELY DRESSER
- LOVELY LAMP
- MINIATURE CAR
- NOISEMAKER
- ORANGE CONE
- PLUM BONSAI
- PUNCH-OUT!!
- RANCH BED
- RED ARMCHAIR
- RED BOOMBOX
- RED CORNER
- RED SOFA
- QUINCE BONSAI
- SOCCER
- STONE COIN
- TAILOR MODEL
- TRAFFIC CONE
- TULIP MODEL R.
- WARIO'S WOODS
- WATERMELON CHAIR
- WATERMELON TABLE

GREEN FENG SHUI ITEMS (SOUTH)

- ALOE
- AZALEA BONSAI
- BIRD BATH
- BROMELIACEAE
- CACTUS
- CALADIUM
- CHALKBOARD
- COCONUT PALM
- CORN PLANT
- CROTON
- DEER SCARE
- DESERT CACTUS
- DK JR. MATH
- FAN PALM
- FROGGY CHAIR
- GRASS MODEL
- GREEN BED
- GREEN BENCH
- GREEN CHAIR
- GREEN COUNTER
- GREEN DESK
- GREEN DRESSER
- GREEN DRUM
- GREEN LAMP
- GREEN PANTRY
- GREEN TABLE
- GREEN WARDROBE
- HAWTHORN BONSAI
- HOLLY BONSAI
- JADE ECONO-CHAIR
- JASMINE BONSAI
- LADY PALM
- LILY-PAD TABLE
- LIME CHAIR
- MARKET MODEL
- MUGHO BONSAI
- PACHIRA
- PINE BONSAI
- PONDEROSA BONSAI
- POTHOS
- RANCH ARMCHAIR
- RANCH COUCH
- ROUND CACTUS
- RUBBER TREE
- SLEEPING BAG
- SNAKE PLANT
- TALL CACTUS
- TRAIN SET
- TREE MODEL
- WEED MODEL
- WEEPING FIG

YELLOW FENG SHUI ITEMS (WEST)

- BALLOON FIGHT
- BLUE TABLE
- CLASSIC SOFA
- COSMOS MODEL Y.
- EXOTIC LAMP
- GOLD ECONO-CHAIR
- KAYAK
- LEMON TABLE
- MELON CHAIR
- PANSY MODEL Y.
- SPRINKLER
- STEAMROLLER
- SUNFLOWER
- TENNIS
- TENT MODEL
- TULIP MODEL Y.

Survive and thrive in James Bond 007: NightFire from EA Games. This month, Nintendo Power helps you win Gold Medal rankings.

007 nightfire

TEEN T — Suggestive Themes, Violence — CONTENT RATED BY ESRB





Bond with Your Nintendo GameCube

NightFire presents new dangers at every step, but Nintendo Power has strategies that keep you moving forward and help you win Gold Medals on the first eight stages. We also recommend difficulty levels that should help you rack up Gold Medal-winning scores. Once you've earned Gold, you can go for Platinum.



007 The 007 icon appears in the corner of screen shots that show Bond Moves—cool moves that only Bond would think of. Track your score and don't exceed the target number of moves.

paris prelude

recommended difficulty: AGENT
gold-medal target: 200,000 pts.

Prevent a rogue faction from putting a damper on the New Year's celebrations in Paris.

Paris Prelude presents an easy opportunity to earn Gold, and along with the Gold Medal come some cool extras, shown below in the Medal Rewards section. Or you can skip ahead to The Exchange mission, where the game heats up.

1 Protect Dominque





Your first shot at a Bond Move is to take out two cars with one bullet. Aim at a tire on the lead car. Be patient, but don't wait too long or the opportunity may pass. At the construction site, shoot out the glowing block on the cable to stop Dominque's pursuers. After that, it's your turn to take the wheel.

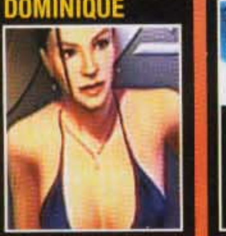


When you're behind the wheel of the Aston Martin Vanquish, you drive the car, fire missiles at enemies and activate Q gadgets with the B Button. Listen to the dialogue and keep your eyes on the road for clues. You can earn Bond Moves by making the car fly with a Q Boost or tipping it on two wheels with the Q Wedge. Use the EMP device on the truck to end the chase.

Medal Rewards

BRONZE

Reward Card: **DOMINIQUE**



SILVER

MP Skin: **JAWS**



The steel-jawed villain of the films *The Spy Who Loved Me* and *Moonraker* is yours to use in multiplayer matches if you win a Gold Medal in the Paris Prelude stage.

GOLD

Upgrade: **MISSILE**



The vehicle missile system upgrade that you win with a Gold Medal allows you to fire four missiles at once instead of two. Although you can finish off enemies more quickly, you also run out of ammo much faster. Be on the lookout for refills.

the exchange

recommended difficulty: AGENT
gold-medal target: 200,000 pts.

Drop in on Raphael Drake's reception and rendezvous with undercover agents.

Drake's mountain retreat has more Bond Move opportunities than you need, and you won't get extra points for exceeding the target number of two. Concentrate on staying healthy, shooting accurately and moving quickly.

1 Breach the Castle Walls



As the stage opens, quickly go down the stairs and sneak up on the guard outside to make him surrender. Hit the guard with your fist to subdue him—and earn extra points—then run back upstairs. Jump into the back of the truck and stay crouched and hidden until you reach the gate. When the truck moves through the gate, you'll earn a Bond Move for your extreme cleverness.

2 Find a Way into the Party



Force guards to surrender at the loading dock and near the fountain. Make your move only when other guards aren't looking, and subdue the guards after they surrender. In the guard room near the fountain, open the circuit-breaker box and cut the green wire with the laser to earn a Bond Move. Outside, head to the right then make two rights and a left to find the entrance. Shoot the guards as you go.





3 Rendezvous with Undercover Agents



Forget about chitchat with the guests. Move quickly to the staircase and the balcony, where you can listen to Drake's speech. Remember the location of the library door in the bookshelf-lined hallway. After Drake's welcome, return to the library door. It won't be guarded. Rendezvous with agents Dominique Paradis and Zoe Nightshade.

4 Spy on the Secret Meeting





You have to shoot your way through a posse of guards to reach Drake's meeting. Use the arch as partial cover when fighting the first mob. The next room has guards on a balcony and a stairway. The meeting room is upstairs.

5 Retrieve the Guidance Chip from the Safe Room





Once the meeting ends, jump out the window at the end of the balcony and slide down the cable to the rooftop to earn a Bond Move. Hop down into the gondola building, then head back to the main building. Shoot enemies along the way. Upstairs, use your laser to enter the safe room. Shoot the thugs and burn the hinges off the safe. Grab the chip and the AT-420 Sentinel.

6 Escape with Zoe in the Gondola



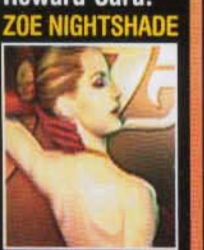


Return to the gondola building and toss a Stun Grenade down the stairs to drop the enemies. Before entering the gondola to save Zoe, head down the metal staircase to eliminate the guards below. If you don't deal with them first, they will fire on the gondola during your escape. Back in the gondola, shoot out the windows so you can fire your guided missiles at the attack chopper, then guide missiles into the chopper until it blows up.

Medal Rewards

BRONZE

Reward Card: **ZOE NIGHTSHADE**



SILVER

MP Skin: **ODDJOB**



Oddjob first appeared in the Bond movies as Auric Goldfinger's bodyguard. When playing as Oddjob in NightFire's multiplayer games, you can use his hat as a weapon. Throw it, then pick it up so you can throw it again.

GOLD

Upgrade: **PISTOL**



If you earn a Gold Medal in The Exchange level, your PP7 pistol will be upgraded to a Gold PP7 for all the levels you play from that point on. The gold version has twice the stopping power of the normal PP7.

alpine escape

recommended difficulty: AGENT
gold-medal target: 200,000 pts.

Make your escape with Zoe on an armored snowmobile.

Zoe takes the snowmobile's controls while you man the guns and the missile launcher. Leave the driving to your CIA counterpart and listen to her directions regarding the attackers. Perform multiple Bond Moves to earn the Gold Medal.

1 Escape from Drake's Castle Compound





While sitting in the garage, shoot the flashing points on the gondola and fuel tank when enemies are nearby, then drive away with two Bond Moves. As you race downhill, shoot the tanks near the tower for a third Bond Move.

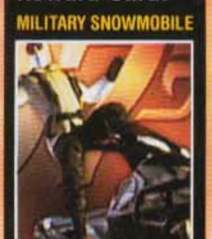
2 Evade Drake's Pursuing Forces



As you approach the bridge, shoot out the culvert grating to earn a Bond Move. Continue shooting foes. When you reach the closed gate, blow it away with your missile launcher.

Medal Rewards

BRONZE — Reward Card: MILITARY SNOWMOBILE



SILVER — MP Scenario: ASSASSINATION



One player is the assassin and the other is the target. If the target survives for a set time, the target player wins. If the assassin player scores a predetermined number of points, he or she wins. There's also a four-player option.

GOLD — MP Mode: GRAPPLE



In certain areas, you can use the grapple during multiplayer matches if you enable the upgrade. Look for places where you think you can use the gadget. If the red reticle locks on to something, you can grapple up to it.

enemies vanquished

recommended difficulty: AGENT
gold-medal target: 200,000 pts.



Race to meet Q at the extraction point.

Drake's men and the local authorities are in hot pursuit of your Q-improved Vanquish. Blast the enemies with missiles, but don't harm the police. You have lots of opportunities to make Bond Moves and earn the Gold Medal.

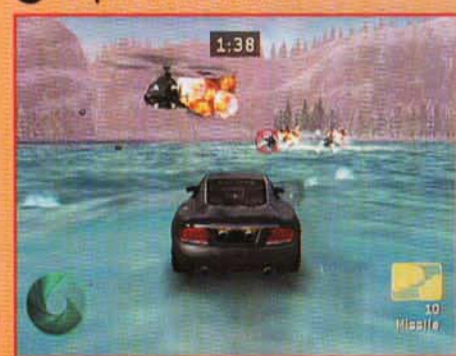
1 Rendezvous with Q at the Extraction Point





When cops or bad guys are right behind you, hit the B Button to engage your smoke screen and earn a Bond Move. Go straight through the town plaza and jump over the staircase for another Bond Move. Collect extra ammo as you go.

2 Dispatch All Enemies



Look for crates of extra missiles on the frozen lake at the end of the stage. Collect the ammo as you squirrel around the ice and shoot at the helicopters. Use the X Button to spin quickly when choppers fly past you. If you run out of missiles while choppers are still in the air, you'll struggle to shoot down the aircraft.

Medal Rewards

BRONZE — Reward Card: VANQUISH



SILVER — MP Skin: SCARAMANGA



Scaramanga is the original Man with the Golden Gun from the movie of that name. He learned his deadly skill as a circus performer. He charges a million dollars per shot, but one shot is all he needs.

GOLD — Upgrade: CAMERA



One of Q Branch's coolest gadgets looks like a harmless lighter, but it contains a secret camera. The micro-camera's magnification increases with the upgrade. The upgrade also includes a biotarget sensor that is useful for spotting enemies.

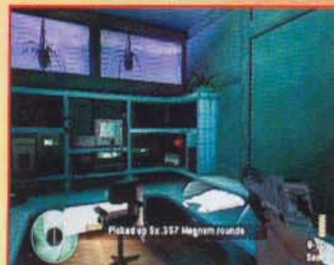
double cross

recommended difficulty: 00 AGENT
gold-medal target: 500,000 pts.

Rendezvous with Alexander Mayhew, a traitor in Drake's organization.

At the 00 Agent level, it's going to be tough to earn big points in the Time and Health Bonus categories, and you don't have the help of the auto-targeting feature. On the other hand, the triple score bonus should earn you the Gold Medal.

1 Escort Mayhew to the Bunker





Grab the armor in the office and put on your night vision glasses so you can see the attackers through the smoke. Use the shaver to stun the men in the main room, and grab the stun grenades. Stun and subdue enemies as you go.

2 Rescue the Geisha Girls



Leave the bunker via the air duct above the bunk. You can force the nearby guard to surrender. Slip under the pond bridge and shoot the guard above for a Bond Move. Look for an underwater entrance to a hut, where you can pick up a rifle with a telescopic sight. Another underwater tunnel leads to the room where a geisha is held captive. Pop up and blow away her captors to earn a second Bond Move.





3 Destroy Mayhew's Computer



From the garden deck, you can pick off most of the next batch of enemies using your telescopic sight. After weeding the garden of foes, circle around to the back side of the next building to find its entrance. To the left are enemies in a hallway. To the right is Mayhew's computer. Stun the enemies first with a grenade, then finish or subdue them. Shoot the PC to complete the objective.

Continue down the hallway and into a dining room and kitchen area to see what's cooking. As you move past the dining room, look to the left using your telescopic sights and shoot the guard near the geisha. You'll get a Bond Move for your quick thinking. Move forward and eliminate the remaining guards, then exit through the door closest to where the geisha was being held.

4 Retrieve Dragon Safe Contents



Enter the next building and sneak up on the man in the dressing room to make him surrender. Subdue him, then grab the armor and do the same thing to the guard in the bedroom. Return to the living room and retrieve your objective from the illuminated dragon safe. Expect some company. Return to the bedroom when it's clear, move the painting to unlock a secret passage and enter the passage to the left.





Another hostage needs help beyond the secret passage. Toss out a stun grenade, then finish the guards and head upstairs to use your telescopic sight on the shooter outside. Hop onto the beam outside and shoot another hostage-taker through the skylight for a Bond Move. Go to the open window.

5 Defeat the Assassin



Peek through the open window and drop a stun grenade on the hapless enemies below. Jump down, polish off any resistance and head to the exit. One last obstacle remains—a black-clad ninja with a sword, grenades and cool acrobatic moves. Strafe while retreating from the ninja. Aim for the head to end the threat as quickly as possible. Grab the armor in the doorway for some extra protection.

Medal Rewards

BRONZE — Reward Card: MAYHEW



SILVER — MP Scenario: UPLINK



Using an MI6 or Phoenix team, you must activate as many satellite stations as you can in the arena. The team that ends up with the most stations wins the match.

GOLD — Upgrade: SNIPER RIFLE



The upgrade you earn with the Gold Medal increases the covert sniper rifle scope's magnification. It proves to be a tremendous help in the Chain Reaction level.

night shift

recommended difficulty: 00 AGENT
gold-medal target: 500,000 pts.

Covertly access Mayhew's headquarters and retrieve data from the company computer system.

Stealth plays the biggest role when Bond must infiltrate the Japanese office tower where Phoenix Industries is based. Your best shot at earning Gold is to play on the 00 Agent difficulty level to earn the triple-multiplier bonus.

1 Get to the Lobby and Activate the Main Elevator System



You have a license to kill, but sometimes it's better just to put enemies to sleep. Use the Korsakov KS tranquilizer gun to knock out any guards who see you. Take the elevator upstairs, then head left and enter the security room. The computer on the right activates another elevator, and the computer on the left deactivates the laser sensors for four minutes. Hurry upstairs! The clock is ticking.

2 Install Q-Worm on Office Computer Systems



Once upstairs, go straight from the elevator, take the first right and duck into door 70C when you see the security camera. Continue through offices 70D and 70E, where you'll discover a computer with a red screen. Complete an objective by installing the Q-Worm program. Head out the way you came in, using the decryptor to open the door at the end of the hallway beyond the security camera. Look out for guards!





3 Find the Security Center and Unlock the Exterior Door



In the atrium, put the guard to bed and note the security room on the right. That room is your objective. Exit through the door across the atrium to enter the executive offices. Take two rights to reach the security center, then use the decryptor to get in. Fulfill your mission objective by unlocking the exterior door from the computer terminal. Use another terminal to activate another laser test cycle and give yourself four more minutes. The door to the stairwell is to the right.

4 Install the Q-Worm on Mayhew's Computer System

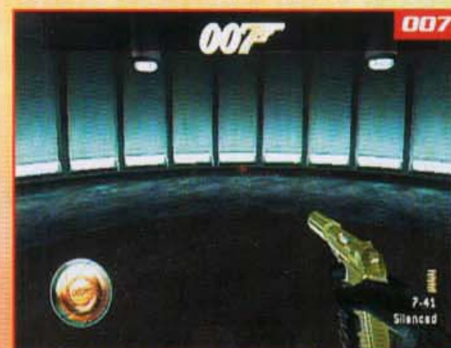






It's time for some fresh air. Head right and ride on top of the elevator to the highest floor. Enter via the ventilation shaft, collect the armor in the conference room and look for an office with a locked door. Use your decryptor to gain entrance. Install the Q-Worm and claim the missile launcher.

5 Locate the Secure Terminal Room




Your next objective is to get in and out of the Secure Terminal Room. Look for the big metal doors. You already have Mayhew's key, so hit the A Button at the door lock. Run to the center of the room for a Bond Move. When the terminal rises, activate it and get out. The exit door is straight ahead and to the right, but watch out for guards.

6 Acquire the Parachute and Jump off the Tower





One final test remains. You need to retrieve a parachute from a helicopter, then jump off the tower to escape. Armed guards will try to stop you. Immediately run to the tall rock and crouch behind it for cover, then fire your heat-seeking missiles at a departing helicopter to earn a Bond Move. Maintain your position and pick off the guards one-by-one. When the coast is clear, go to the remaining chopper, grab the parachute and jump to safety.

Medal Rewards

BRONZE

Reward Card: KIKO



SILVER

MP Scenario: TEAM KING OF THE HILL



The object of the King of the Hill Scenario is to stay in a designated area for as long as possible to earn points. With the Team upgrade, you earn points for your team when you stay in the designated area.

GOLD

Upgrade: PISTOL



Bond's favorite weapon gets a larger clip—16 rounds of ammunition—with the Gold Medal upgrade. You also get a laser sight. Your accuracy increases while reload times diminish.

chain reaction

recommended difficulty: AGENT
gold-medal target: 500,000 pts.

Infiltrate a nuclear power plant in the process of being decommissioned by Phoenix Industries.

You can eliminate most of the enemies from a distance with your telescopically enhanced rifle, so it's possible to earn a Gold Medal at the Agent difficulty level. A good time, high accuracy and two Bond Moves are all essential.

1 Investigate Building ST-1



Your inspection of the nuclear facility begins on a rooftop. Sharpshooting guards randomly patrol the other buildings. Try to remain out of their view as you pick them off with a single shot apiece. Look for the grating with glowing brackets and burn through them with your laser to earn a Bond Move. Inside, eliminate guards without exposing yourself, take a snapshot of the jet pack suit and take the armor.





The exit to warehouse ST-1 is on the ground floor. More sharpshooters can see you when you step outside. Strafe to move in and out of cover, aiming and firing quickly. You can hit any part of a foe to eliminate it. Score a Bond Move near the hangar by using your grapple. Jump on the loader and use your grapple as you pass below the broken stairway. From the upper level, you can jump down to another platform to get ammo.

2 Advance through Warehouse TR-2






Access to building TR-2 is on a higher level. Climb or grapple up to the catwalk level and cross the cables using your hand-over-hand technique. A welcoming committee armed with machine guns waits inside TR-2. Clean up the place before attempting to cross the beam in the center of the building to reach the exit door. There's nothing else of value, so don't waste time exploring.

The day starts heating up when you step outside again. Sharpshooters and guards on the ground are hiding and looking for you. Watch for muzzle flashes, then zoom in with your telescopic sight to pick them off. You can use your upgraded micro-camera with the biodetector to scope out enemies. When the area finally seems clear, head to the crane with the ladder for the next bit of fun.





Jump to the top of the forklift and use your grapple to reach the top of the crane quickly. A new batch of sharpshooters will appear suddenly on ST-3's rooftop. Run to the far end of the crane, then slide down the wire. Duck behind the rusty containers for cover, and step out briefly to shoot the guards.

3 Investigate Building ST-3



When it's all quiet, climb the crane's ladder, then cross the cable to the second crane using the hand-over-hand technique. Activate the crane's controls so it turns to line up with the door to ST-3. Hop down, enter the building and collect the armor in the room to the left. Expect more armed resistance inside the warehouse. Use your telescopic sights to take down as many foes as you can.

4 Photograph the Laser Prototype



After clearing out as many of the guards as possible from the upper level, run to the right-rear part of the warehouse. Take a photo of the Laser Prototype cannon and jump up to the laser itself. As you blast the exit doors using the laser, more guards will attack. Shoot explosive barrels and fight your way out through the doors you destroyed with the laser.

Medal Rewards

BRONZE

Reward Card: ROOK



SILVER

MP Skin: WAI LIN



Wai Lin, the Bond girl from *Tomorrow Never Dies*, is quite able to take care of herself. When you unlock the multiplayer skin, you can choose the martial arts master as your character.

GOLD

Upgrade: DART GUN



If you win the Gold Medal, you'll earn the Korsakov KS tranquilizer gun upgrade. The upgrade gives the weapon more darts, making it easier to get a better score in levels such as Night Shift.

phoenix fire

recommended difficulty: AGENT
gold-medal target: 500,000 pts.

Escape Kiko's trap and get out of the skyscraper alive.

Our Gold Medal coverage ends with one of the toughest levels in the game. You are under almost constant fire as you try to escape. At the Agent level, it's important to move quickly, maintain your health and perform Bond Moves.

1 Gain Access to the Lower Office Floor



Back in the tower, you'll begin by shooting two guards outside the elevator, but don't hit the office worker. Return to the elevator, jump out the open side to the ledge and grapple to the top of the elevator. Open the grate and go through the shaft to reach a closet. You'll earn a Bond Move and pick up a missile launcher. Get armor from the conference room and the stairway passcode from Mayhew's office. Expect a fight.





The tower is crawling with Drake's men. You'll come under attack even as you enter the keycode for the stairwell. Once you reach the stairs, you'll really feel the heat. Use the railing for cover as you attack the enemies below. Toss down some grenades to add to the fireworks. Some guards will slide down from above on cables. Watch for them and take them out quickly. When you reach the end, pick up armor and ammo. You can't afford to take much damage.

2 Activate Elevator Override Control in the Security Center





The Raptor Magnum is your best bet for stopping enemies with one shot, and that can help your accuracy rating. The satchel charges are good for defeating the powerful Phoenix Ronin machine guns you encounter along the way. Flee through the open atrium area to the second part of the office. It should all look familiar from your experience in the Night Shift level.





The first door to the right leads to a computer room, but it's booby-trapped. Open the door, then step back and wait for an explosion. Inside, you can retrieve the passcode for the security center nearby. Activate both computers in the security center and take the missile launcher. Fire at the chopper with your missiles from the skywalk to earn another Bond Move.

3 Escape through the Elevator Shaft



It's time to go down and out. Head to the elevator farther along the skywalk. Look for enemies and blow up the Phoenix Ronin with a satchel charge. You must ride down on the elevator's roof. Hide in the corner to avoid fire from open doors. Whenever someone drops a satchel charge onto the elevator roof, disarm it using your laser. Some enthusiastic foes even slide down the cables. Watch out!

4 Raise the Security Gate & Escape through Front Entrance





You're almost out. When the elevator doors open, blast the enemies you see and head to the security room to the right. Guards will attack, but you can drop a satchel charge at the door to help keep them at bay. Unlock the main entrance at the computer terminal and head for it. It's likely to be a running firefight. Use missiles if you've got them and keep moving.

Medal Rewards

BRONZE

Reward Card: ALURA



SILVER

MP Scenario: DEMOLITION



When you earn the Silver Medal on the Phoenix Fire level, you win the Demolition scenario. Blow up targets in a team-oriented multiplayer match. One team protects a target while the other team attempts to destroy it.

GOLD

Upgrade: PISTOL



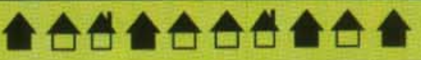
More firepower for your Gold PP7—in fact, twice the stopping power of the upgraded gun—is your Gold Medal prize. The PP7 becomes four times as powerful as the original weapon.

NIGHTFIRE BURNS HOT

Still ahead are levels under water, on a tropical island and in outer space. With your upgrades, you should be able to complete the remaining missions and earn even more Gold Medals and multiplayer extras.



The Crossing Guardian

Keep up-to-date at www.animal-crossing.com  January



Abominable Snowmen Give Cold Shoulder

Ever since winter blanketed our chatty towns, some crabby snowmen have been spotted on the landscape. "I bumped into one with a gigantic noggin," said Fumbly from Flipville, "and his head was filled with all sorts of crabby blather!" Indeed, reports have come in from all over about badly made snowmen having unpleasant things to say. "I'm pretty friendly to newcomers," said Bungle from Tizztown, "but I met a minisnowman who was so frosty that I got totally hot under the collar!"



Watch out: Misshapen snowmen just aren't the generous types we like around these parts.

Blown out of Proportion, Say Many

Hermie from Snowtown is among those who've broken the ice with the visitors. He said, "Roll the top and bottom snowballs around until they're huge. But make darn sure that the top one is half the size of the bottom before you roll it onto the base!"



Hermie got the Snowman Fridge for his troubles!

Well-Wishers Expected for New Year

With 365 days of cool-stuff collecting ahead in 2003, locals will be lining up at the Wishing Well on New Year's Day, hoping to get that lucky edge that will land them rarer things—like the NES Punch-Out!! game, perhaps? Beat the crowds and head to the well early. You'll meet Tortimer there, and he's always in a giving mood on January 1st. If you need a double dose of fortune, try your luck with Katrina, who will be setting up a table nearby. Katrina's "sunshine lottery" is always a big hit with the karma crowd, so start your year off on the right foot and join in the festivities.



Long lines, sure—but who's going to pass up a chance at good fortune?

ONLY THE COOLEST STUFF

TOM NOOK'S MONTHLY RAFFLE: JAN. 31ST

Tom Nook's Special Delivery #1

4 U F 6 T 9 4 8 G Z 3 Z W 3
d w # % j t L E q j 5 Z B f

Say the password shown above to Tom Nook—you'll receive a rare gift that will make your home extra-flashy!

Let us know what you think of it!

Latest Fashions Spread Like Wildfire; Catchphrases Catch on Quickly

You've noticed all of the new people who have pounced on the four houses near the train station. Have you noticed that they all have amazing style? The designs that they create—absolutely infectious! Their catchphrases—completely catchy! Hardly a day goes by that some animal isn't dragging home the latest fashions and adopting the trendiest phrases. And when animals move out of town, they take their new style with them, spreading it throughout the world. There's no stopping wild imagination!



Design-minded people may find that their fashions have circulated around town—and beyond!



Phrase-coiners might hear their cool words repeated in far-flung towns that they visit often.



THE DREAMWAVE OF THE NINTENDO GAMECUBE

THE NEW MP COMIC WAS CREATED BY DARK HORSE COMICS AND DREAMWAVE. WE GRABBED THE PRESIDENT OF DREAMWAVE FOR A QUICK CHAT.





Dreamwave is a comic book company that started publishing in early 2002. It gained instant recognition and critical acclaim for its Transformers series—which became the best-selling North American comic series in its first month of publication. Transformers continued to claim the number one spot for over six months, finally slipping in October of 2002—an impressive run for a startup comic company. Most of the Dreamwave staff members are self-proclaimed video game fanatics, and the opportunity to work with Nintendo Power and the Metroid series was greeted with great cheer around the office. Since they started working on the Metroid Prime comic, many Dreamwave employees have taken to wearing Super Mario Bros. shirts. They've even busted out the Nintendo 64 and Super NES so they could play the old-school classics. Pat Lee is the president of Dreamwave Productions, and a busy, busy man—but we managed to ask him a couple of questions between projects.

NINTENDO POWER> What makes the Metroid Prime comic book different from other comics? (Other than being included in NP, of course!)

PAT LEE> Dreamwave takes a slightly different approach than a standard comic book company. We try to make all of our books feel like movies or video games. Also we strive to write stories that advance the plot without taking any of the enjoyment out of the video game experience. Basically, we try to give readers something that they can't get anywhere else.

NINTENDO POWER> Why did Dreamwave choose to work on the Metroid Prime comic book?

PAT LEE> Being in my mid-20s, I have very fond memories of certain video game titles—and Metroid is at the top of the list. Metroid is not just a video game; it's a true icon. Even though it has passed through many different incarnations, it always stays true to the original concept.

NINTENDO POWER> Have you played Metroid Prime yet? If so, what did you think?

PAT LEE> The game is awesome! After a while, I had to have my brother hide it, or else I wouldn't be able to get any work done. Once I started playing, I just couldn't stop. And while I have to get my comic books out on a monthly basis, I keep trying to get my work done faster so I have more time to play.

NINTENDO POWER> Thank you very much!

NINTENDO OF AMERICA...
FFFFFFWWWW
PRESENTS:
CA-CHAK


METROID PRIME
WRITTEN BY
KATO LI
PENCILS BY
PAT LEE (PG 1)
SIGMUNG TORRE (PG 2-8)
INKS BY
FERDINAND POBLETE (PG 1)
COLORS BY
GARY YEUNG
ROB RUFFOLO
STUART NG
LETTERS BY
MATT MOYLAN
EDITED BY
AARON WATANABE



SEARCH MODE
HIGH PARTICLE DENSITY
TYPE 22 RADIATIONS DETECTED
PROCEED WITH CAUTION
SUBJECT: SPACE PIRATE
SPACE PIRATES? BUT I DESTROYED ZEBES TWO YEARS AGO... WHAT HAPPENED HERE?
CLANK!
GRARRRRL...
THUMP!
MMMRRROOORRR...
VWOOM! VWOOM! VWOOM!
BZZZ! BZZZ!
BZZAT!
UUUHH!
84
ENERGY
SKRREEEEE!
FWISSSSSSS...
A METROID!


GRRRRRRR...
A METROID... CAN IT REALLY BE?
UH-...
...OH.
FWWWAAAAA!
UUUHH!
FSSHHH
PING!
PING!
PING!
PING!
FWITT!
FWITT!
FWITT!
FWITT!
FWITT!
STRUCTURAL WEAKNESS DETECTED:
IONIZED NITROGENIC COOLANT TANK
WEAPON SYSTEM: ENERGY – MISSLE SYSTEM
ENERGY
KA-CHAK!
FWOOOOOM!
KA-BOOOM!





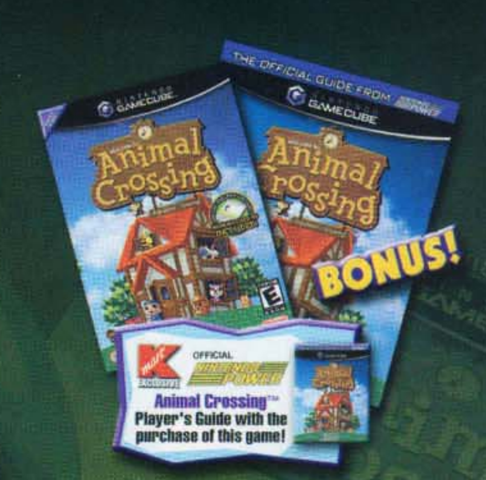




Mario Party 4
and WaveBird™ Wireless
Controller Bundle!



Purchase Super Mario Sunshine and
receive the Official Nintendo Power
Super Mario Sunshine
Player's Guide!



Purchase Animal Crossing and
receive the Official Nintendo Power
Animal Crossing Player's Guide!



Metroid Prime
and WaveBird Wireless
Controller Bundle!



Purchase Metroid Prime and
receive the Official Nintendo
Power Metroid Prime
Player's Guide!



EXCLUSIVE Kmart

Rebel hero Kyle Katarn is back in action as a retired Jedi on a dangerous mission in the new GCN version of the popular PC adventure.

STAR WARS® JEDI KNIGHT® II: JEDI OUTCAST™







DUSTING OFF HIS LIGHTSABER

The Jedi Knight series has received numerous awards for its PC offerings, so it's no surprise that LucasArts, along with developers Raven Software and Vicarious Visions, decided to port the most recent title to the Nintendo GameCube. Using the highly acclaimed Quake III engine, Jedi Outcast delivers an impressive combination of first- and third-person combat, along with the typical *Star Wars* fanfare.

TWO JEDI ARE BETTER THAN ONE

Jedi Outcast is packed with multiplayer options. Grab a group of Jedi wannabes and select your competition style. You can go every-man-for-himself in Free for All or split into teams for Capture the Flag. If you prefer head-to-head combat, choose Duel Mode or play Jedi Master, in which players share one lightsaber.



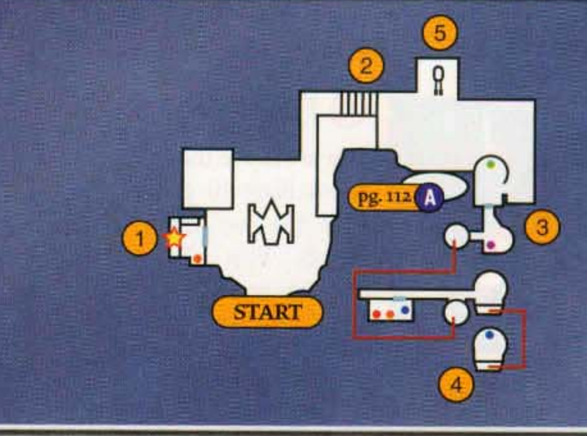


CHAOS IN KEJIM

Rebel rogues Kyle Katarn and Jan Ors have been sent to investigate the planet Kejim, home of an old Imperial outpost. Kyle has been a retired Jedi for eight years and is hoping for an easy mission. But unusual communications from the planet hint at trouble. Our handy maps and step-by-step guide will help you lead Kyle through the first few levels.



KEJIM OUTPOST



1 Valuable Tools



Throughout the game, you'll need to uncover secret areas that are packed with hidden items. The first secret area is to the left of the starting point. Enter the storage shed through the unlocked door and use the crates to reach the top shelf. Collect the bacta canister and battery packs.

2 The Battle Begins

Exit the shed and watch for two stormtroopers mingling to your left. Take down the enemies and move forward, collecting the rifle and firing on the unsuspecting Imperial guard. Be sure to finish off the guard, or he will shoot Jan and end your mission. Forge ahead into the trooper mob.

3 Charge 'n' Go



After clearing the area of stormtroopers, round the corner and stop to recharge your shield at the shield power converter. Stand over the converter and hold the B Button until your shield level reaches 100. Continue through the door and dispose of the guard. Grab his supply key and jump on the lift.

4 Observation Deck



Take the second elevator to the observation deck and approach the control panels. Flip the switch to supply power to the large guns across from the door that Jan is guarding. Blast the observation deck's windows and take out as many enemies as you can from above.

5 Big Guns



As you journey back down to Jan, watch for troopers around every corner. Check all rooms for ammo and other supplies. Once you return to the main level, mount the turret gun and swivel it until you're facing the door. Keep blasting until the door explodes open.

MAP KEY

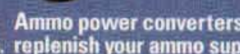
Use this key to track down essential items on each level. Keep in mind that many of the doors throughout the game are locked and you must open them by flipping a switch or uncovering a key.


Mounted gun racks hold ammo and weapons.


Red switches turn blue when you activate them.


Ammo power converters replenish your ammo supply.








Shield power converters recharge your shield.


Imperial guards often carry keys.


Bacta canisters restore some of your health.


Battery packs keep your equipment functioning.

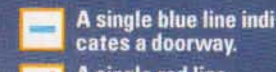









Secret areas contain vital items.


Multiple black lines indicate a staircase.

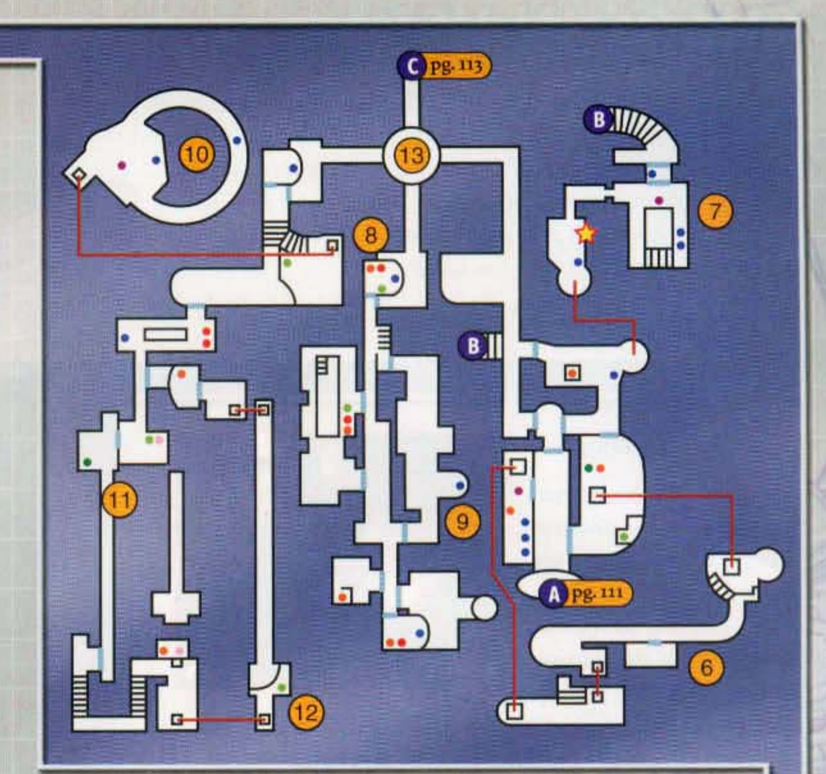
A single blue line indicates a doorway.

A single red line connects floors.

6 Large Blast



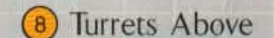
Ride the elevator down and enter the first door on your right. Clear the guards and blast the crate that covers the floor grating. Head down the opened shaft and flip the right-hand switch. To blast the energy reservoir, throw a grenade then duck into the left-hand room and proceed.



7 Flippin' Switches



You are above the control room. Blast the grate and take the key from the guard. Flip the four switches so Jan can enter. Head left, pass through a door, then go right and through another door. Take a left into a trooper-filled room. Grab the goggles on the crate and take the elevator down.



8 Turrets Above



Crouch through the opening, shoot the guard and flip the switches. Look for the first code marked blue. Climb the stairs and go left until you reach the walkway. Pass through the door under the green Imperial sign. Watch for guns overhead—they are deadly! Blast them or run past.

9 Calling Jan



Locate the blue computers and call Jan for assistance. Jan will run into trouble, forcing you to return to the control room and escort her back. Go through the door she unlocks and obtain the code from the display panel. Return to the walkway and head through the opening under the red sign.

10 Two Switches



Once again, race past the overhead gun. Take the stairs to the left and ride the lift, which will place you above the walkways. Flip both switches in the room and be prepared to fight another trooper swarm. Drop a thermal detonator or shoot them from above. Grab the key and head back down.

11 Run, Kyle, Run!



At the bottom of the lift, walk across the room and through the door. Proceed down the corridor, watching for troopers around every corner. Move quickly through the red-lit tunnel to reach the other side before the walkway collapses. Jan will check your status after the blast.

12 Probe Droids

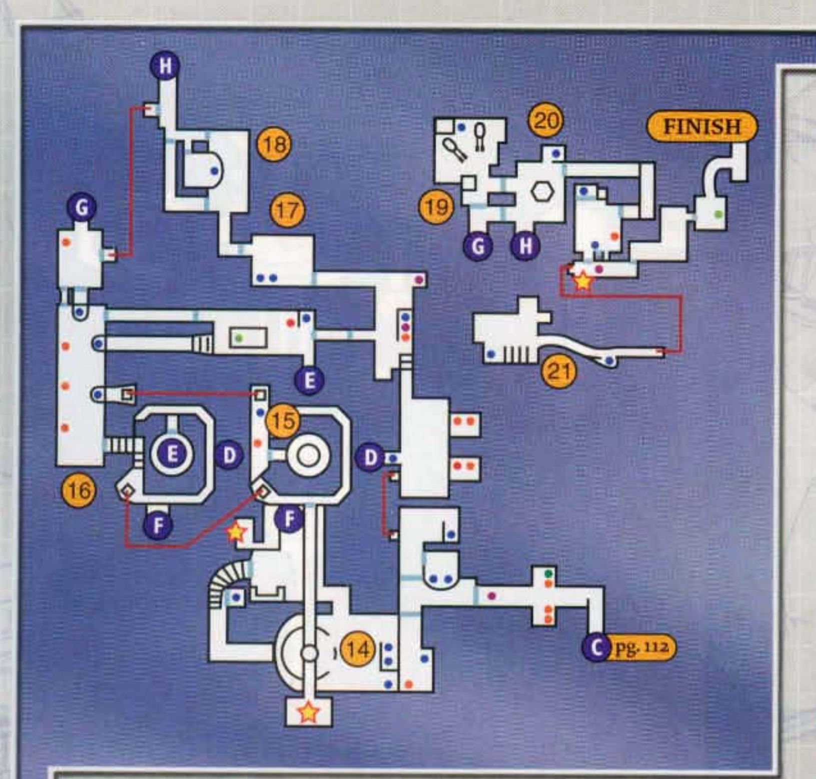


Inside the next room are three Imperial probe droids, known for being tenacious hunters and searchers. Each will require several shots before it will explode. Destroy the droids and ride the lift they were guarding behind the window to get on top of the second tunnel and run across.

13 Data Input



Snipe the troopers in the observation room from above, then drop down and round the corner to collect the final code. Return to the computers and manipulate the three small screens until the display on the large monitor matches the codes. Flip the switches to activate the codes.



14 Cold Blast



Fight your way down the corridor, remembering to flip all switches along the way. Smash the windows and drop into the cold chamber. Head through the ground-level door and disable the freezing units. Return to the chamber and climb onto the arm. Find the secret area in the upper level.

15 Electricity

Follow the walkway until you're standing above a large, electrified-water pool. Blast through the windows and ignite the container, frying the panels and extending a walkway. Follow the path into the room, flip the first switch and drop into a room that overlooks a storage area.

16 Storage Bin



The control panel will raise a platform and give you access to hidden items. Venture down to the storage room and gather the goodies. Proceed through the door on the other side of the room and prepare for a trooper horde. Use a detonator to wipe out several enemies at once.

17 Shield Generator



Once you get past the interrogation droids, unlock the next door and enter the observation room. Flip the switch on your right once and the switch on your left three times to turn off the force field and access the shield generator. Continue through the next door, guns blazing.

18 Heavy Fire

Enter the room with the turrets and clear it by shooting the two turrets while hiding behind the crates. If the turrets shoot the crates enough times, the crates will explode. Sometimes they reveal helpful items. Blow up the small crate that blocks the vent above the boxes.

19 Another Wave



Once you've cleared the room, move forward and flip the switch to open the next passageway. A fresh stormtrooper wave will be waiting for you. Stand your ground behind the crate and lob detonators at the turrets. Shoot any guards that round the corner.

20 Get Low

You'll need to use the laser machine to get through the locked door. Rotate the machine so that it can slice an opening into the next area. Activate the machine, but be prepared to crouch around the perimeter of the room. After you're out the door, the machine will self-destruct.

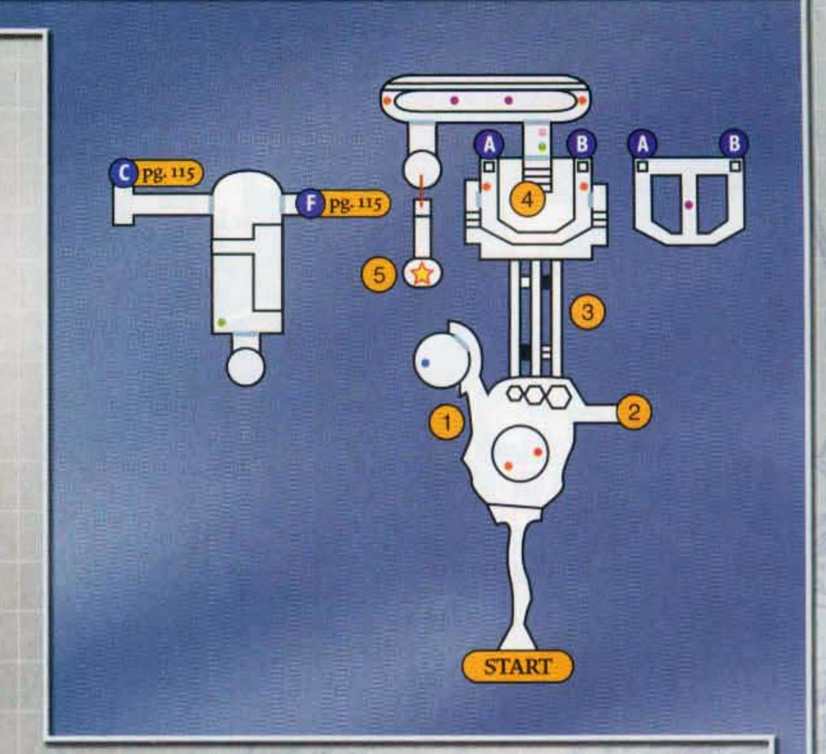
21 Mighty Mouse

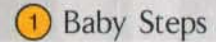


A dangerous substance is being pumped into the room ahead. Dash in and grab the key off the guard, then hurry back out. Place the key in the nearby computer panel to activate the tiny, remote-controlled droid. Lead the mouse into the next room to shut down the dangerous pumps. Exit the level.

THE ARTUS MINE

After securing the Kejim outpost, Kyle and Jan travel through a meteor shower and land on Artus, where suspicious activity has been detected in a mining area. Jan leaves Kyle and circles overhead to scope out the zone. Kyle must infiltrate the mine and cripple the Imperial operation. The level presents new challenges, including steep cliffs and pesky underground critters.





1 Baby Steps



Travel down the long canyon until you reach a valley that is surrounded by a sludge-filled moat. The green slime is extremely toxic. Slowly walk along the left canyon wall under the spotlights, and don't get caught in the lights. Enter the room and deactivate the lights and the turrets above.



2 Bowcaster

Explore the area, being careful not to let one of the spotlights catch you. Round the narrow cliff to the valley's right to recover a Wookiee bowcaster and a shield booster. Tiptoe across the ledge, or you'll fall into the moat and have to restart the mission.

3 Breakaway Pipes



Make your way onto the first set of pipes. Before climbing onto any pipes, stand next to them to see if they are stable and non-explosive. The breakaway pipes are marked in black on the map. Be very careful not to fall.



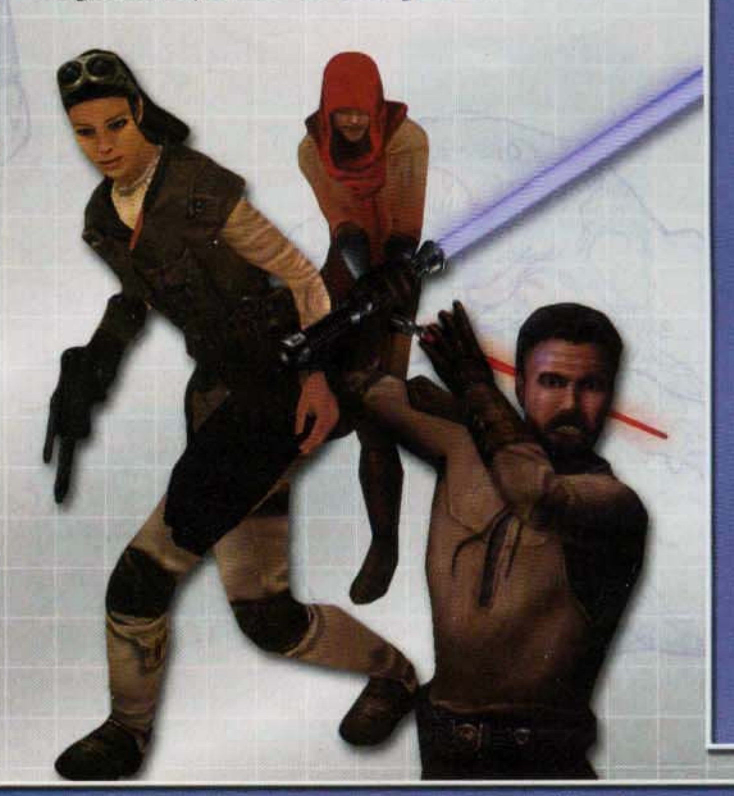
4 Dogfight

Instead of trying to overtake all the troopers in the room, race back to the walkway above the canyon and watch the enemies stumble across the railingless path and into the valley. Return to the room and eliminate the Imperial guard, steal his key and unlock the next door.

5 Get Down



In the next corridor, you'll need to do more of the same—shoot down troopers and recover keys from Imperial guards. Take the next elevator down, but keep an eye out for a secret area halfway down the hall. The entrance is low to the ground, so you must crouch to get inside.



6 Enemy Fire



Shoot the troopers from above, then head down to take on the rest. The storage area is loaded with bad guys, and a large gang of opponents will appear before you can access the elevator. Use a well-placed detonator to wipe out the ridiculous number of enemies.



7 Dark Mines

Ride the elevator up and turn left into the dark mining caverns. Flip on your goggles and explore the dingy area. Swing right and move into the next room. Eliminate the troopers and the Imperial guard, take the security key and find the doors that lead back to the canyon.

8 Lights Out



Stand between the two posts and jump onto the protruding pipe below. Move forward until you fall onto a small ledge. When the pipe retracts, crawl through the tiny opening to reach the smelting machine. Blast the power boxes along the walls and shoot the smelting machine until it explodes.

9 Up and Away



Hitch a ride on the lift, which will take you to the room above. Climb onto one of the large barriers to make a clear jump onto the moving platform. Remain on the platform until you reach a small, dark corridor lined with green crystals. Jump off the platform and continue forward.

10 Creepy Crawly

With goggles on, trek trough the cave, watching for critters scampering across the ground. The creatures move too fast to shoot with the rifle, so equip your stun baton and fry them before they turn you into dinner. Move briskly through the area so you don't run out of batteries.

11 Sneak Attack



Continue forward until you reach an area packed with mining equipment. Flip the switch to activate the machinery, and keep an eye out for stromtroopers in the hallway below. Equip the Wookiee bowcaster and use its powerful beams to wipe out the unsuspecting troops from above.

12 Free Ride

Drop onto another moving platform and head for the ground floor. Watch for more troopers. Take the first door into the next room. You'll see a lava-pouring contraption, which you can jump aboard to reach the upper platform. Enter the room and fight off the troopers.

13 Power Outage



Disable the main power source by messing with the control panel. Head through the far door, into the storage area. Ride the elevator to a familiar corridor. This time, take a right and look out for turret guns. Activate the mine car and ride into the next level.

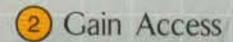
THE ARTUS FACILITY

It appears there's more trouble in Artus than originally suspected. Prisoners are being held throughout the facility, so Kyle must journey through the dangerous detention center to free the captives. Once the base commander releases the prisoners and the commander receives his punishment, Kyle will have to fight his way to the top of the facility to meet with Jan.



1 Run in Circles

The first order of business is to climb the metal rungs and press the panel to unlock the door below. Return to the ground floor and shoot the troopers in the next room. Unlock another door via a control panel and advance up the cylindrical staircase, battling enemies along the way.



2 Gain Access



Watch for mobile turret guns at the top of the staircase. Take the next set of stairs to the facility's control room. Flip a few switches to unlock the doors leading into the prison and activate the large fan in the air shaft. Head back down the stairs and through the door.



3 Hang Time

Enter the hangar and chat with the prisoner. He will instruct you to capture the base commander and unlock the hangar's blast doors. Proceed into the hangar and take down the stormtroopers from a safe distance. Don't get too close, or the troopers will start shooting at the prisoners.

4 Wind Tunnel



Reach the upper platform, head across the walkway and shoot open the grating. Jump inside and float down the shaft, but be sure to land on the grating so the fan doesn't harm you. Speed through the dark area—don't stop to mess with the critters. Proceed into the next hallway.



5 March to Freedom

You will face two doors. The left one leads to the base commander. Claim him as your hostage and march him up the stairs, keeping him safe from the critters. He'll turn on you after freeing the prisoners, so take him down along with the troopers. Then crawl out of the facility.

RELEARN THE FORCE

Kyle's quest will take him to familiar locations, such as the Jedi Academy and Cloud City. He'll meet up with Luke Skywalker, track down Rebel gangsters and search for Lando Calrissian's ship. The game will become more complex, equipping you with Jedi abilities and offering third-person game play. Check out nintendopower.com for help conquering the next levels.





Pokécenter

BRIGHT START FOR RUBY & SAPPHIRE!

The superfans were out in droves for the Japanese launch of Pokémon Ruby and Pokémon Sapphire, and it's no doubt a sign of how massive the phenomenon will be in North America!



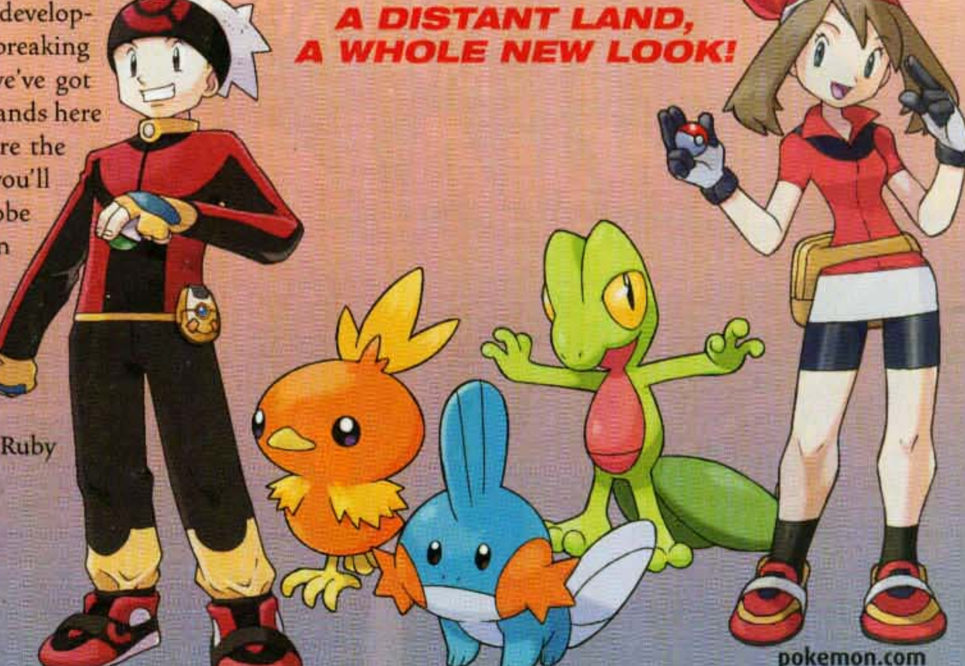
The wait was long—and the lines were longer. The two Pokémon Paks for Game Boy Advance finally hit store shelves in Japan on November 21, 2002, and demand was at an all-time Pokémon-craze high, with countless copies of Pokémon Ruby and Pokémon Sapphire selling over the launch weekend. Pokémon superfans have known all along that Pokémon would be even bigger and better on the GBA, and the Pokémon mania in Japan hints that the games will be huge on North American shores, too. North American fans need to wait only a little longer before they can play the new Pokémon adventures. Curious about what's in store? Starting this month, we're revealing a flood of game details!

CAN'T WAIT UNTIL MARCH 17?

Now that we've played the game, we can't wait until you join us in the world of Pokémon Ruby and Pokémon Sapphire. Until then, we'll have lots of insider info about the games for you!

A DISTANT LAND, A WHOLE NEW LOOK!

The North American versions are still under development, but we can show you lots of groundbreaking details using the Japanese games. Now that we've got Pokémon Ruby and Pokémon Sapphire in our hands here at Nintendo Power, all we want to do is explore the new Pokémon macrocosms. In both games, you'll begin by moving to a part of the Pokémon globe that's very distant from Kanto and Johto. You can play as a boy or a girl—and both characters have an adventurous new look in line with the new game style. After you select your first Pokémon—Torchic, Mudkip or Treecko—you're free to explore the deep new Pokémon story line, which is nearly the same in Pokémon Ruby and Sapphire.



pokemon.com



THE VILLAINOUS DIFFERENCE—TEAM MAGMA AND TEAM AQUA



Team Magma is the mysterious group that stands behind the strange deeds in Pokémon Ruby—and only you can counter its intentions!

In Pokémon Sapphire, Team Aqua is the power behind the mysterious wave that's spreading across the land.



Whether you're playing Pokémon Ruby or Sapphire, you'll follow the same story. But which game you play determines which team shows up for encounters.

AWESOME NEW GEAR





In Pokémon Ruby and Sapphire, a new piece of gear will help you evaluate all of the new Pokémon statuses.

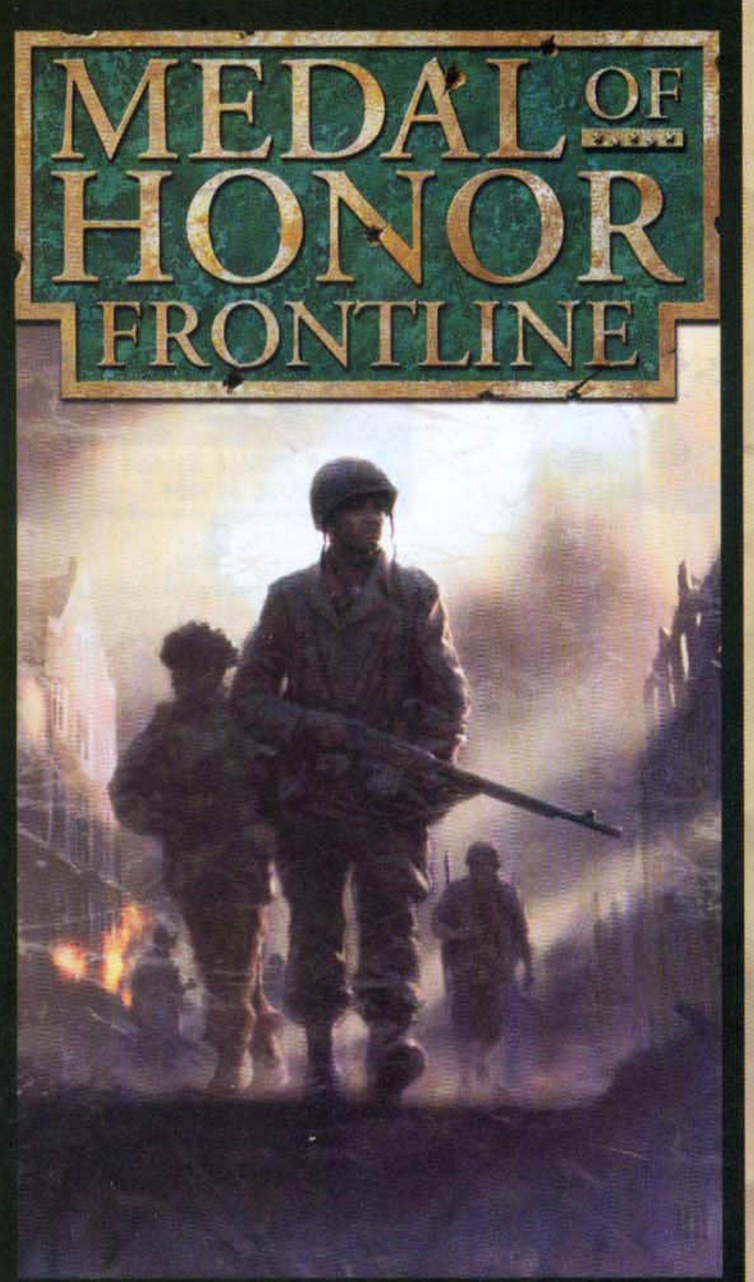
NEXT ISSUE—THE STORY BEGINS!

In our February issue, we'll have eight pages of preview coverage that delve much deeper into Pokémon Ruby and Sapphire. But we can't resist spilling a few more details about how the adventure begins. You'll help out a professor who was carrying three Pokémon—and you'll need to select one of them to save him from sudden trouble. Join us next month for a look at more of the new story, game play systems and, of course, the new Pokémon!



Somehow the professor lost a satchel that contained several Pokémon—and you happen across it just in time to rescue him.

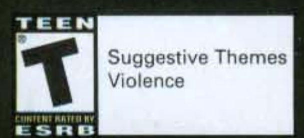




EA'S STUNNING WAR GAME MAKES HISTORY WITH SERIOUSLY FUN COMBAT THAT RUMBLES YOUR CONTROLLER LIKE NEVER BEFORE. TURN THE TIDE OF WAR WITH OUR TIPS.

Electronic Arts' Medal of Honor series establishes a beachhead on the Nintendo GameCube with Frontline, which we hope is the first of many campaigns. The thrilling World War II title sends you into service during the last year of the war against Germany. You'll survive the first three missions with our strategies—and maybe even earn medals, which are awarded to those who go above and beyond the call of duty in each sub-mission!





D-DAY

YOUR FINEST HOUR

Normandy, France
6 June 1944—0630 Hours

On this decisive day in June, Allied troops established a toehold on Europe—and that's exactly where Medal of Honor: Frontline sends you into battle. You arrive on the Normandy beach in a Higgins boat—you're packed like a sardine with your fellow soldiers. You'll face gunfire from two massive German gun decks that are trying to rid the beach of Allied invaders. Ultimately, the D-Day mission demands that you destroy the decks. But in the first sub-mission, you merely scramble for survival.



Surge Past the Shingle Embankment

You're a lone gun for much of the game, but you'll need to work as a team as the squad spills onto the Normandy beach. Check in with the captain to receive your next order after you complete tasks. If all goes well, you and the squad will reach the distant barbed-wire embankment—and then blast through it.



In the first earth-shattering minutes, you'll need to provide cover for four soldiers—one at a time—as they run to the embankment. Identify a soldier in need by the red smoke coming from his position. Run to his spot, then blast at the nearest source of gunfire—it comes from one of the German gun decks. You'll get a message when you've saved the soldier.



After saving four soldiers, meet the team at the embankment. Speak to the captain to receive your next task, which is to rescue the explosives engineer. Run to the right-hand side of the embankment, then provide cover for the engineer as you make tracks back to the captain's position. When you reach the captain, the engineer will blast open a breach in the embankment.

Assume Control of the Mounted Machine Gun

After the team surges to the base of the left gun deck, your captain will tell you to take control of the mounted gun below the right gun deck. Grab the nearby power-ups before you head out.



The path between decks is filled with mines. Run through the craters—the path is mine-free. After you seize the mounted gun, blast the enemy soldiers that flood toward you, then destroy the two machine-gun nests on the ridge.

INTO THE BREACH

You'll help secure success at Normandy if you can shut down the right-hand gun deck. Blast into its base then surge upward until you reach the top—then clear the house.

Battle into the Radio Room



Blast the barrel that's inside the deck entrance to eliminate the Nazi soldier inside—he won't let up with the stationary machine gun. Then run through the first floor and take control of his gun. Use it to wipe out incoming Nazis.



As you wind through the first and second floors, fire on barrels to release group-frying explosions. Don't run too quickly into caves, since camouflaged soldiers wait for intruders to stumble in. When you find the radio room, creep up to catch the sitting soldier unaware. When you've removed him from his position, shoot the radio.

Shut Down the Gun Deck



On the fourth level, you'll find two doors. One won't open—yet. Equip yourself with rapid firepower and exit through the other door, then clear the deck of all soldiers. Wait for the captain's signal on the other deck, then plant a smoke-signal grenade. Run out the other door before the bombers arrive.



A STORM IN THE PORT

SEASIDE STOWAWAY

St. Mathieu, France
17 August 1944—0900 Hours

In Frontline's second major mission, you must destroy the Nazi U-boat-production facility in Lorient, France. To get there, you must first infiltrate a U-boat leaving dock in St. Mathieu in the first sub-mission.

Assist the Invading Troops

Nab the package from the French resistance behind the crates at your starting point, then run into the town and assist the Allied troops that are trying to seize the town.





In the first town square, jump into the wrecked vehicle and use the stationary machine gun to wipe out enemy soldiers. Then, on the other side of the bridge, use the stationary machine gun to blast the tank into oblivion.





Inside the ruined tower, a soldier's radio will tip you off that soldiers nearby are under fire. Wipe out their attackers with the tower's machine gun. Return to ground level and use surprise attacks against Nazis in the streets.

Push through to the U-boat Dock



When you hit the dead end at the wooden gate, back up until you see the red barrel through an open archway. Ignite the barrel's rag, then back up. The barrel's blast will open a hole in the nearby wall that leads into the forested dock area. Take the right-hand path and use the stationary machine gun to wipe out all of the soldiers. Then step into the dock crate to begin the next sub-mission.



SPECIAL CARGO

Aboard U-4902 near Lorient, France
18 August 1944—0400 Hours

After you've stowed away inside the U-boat, you must break free from the crate and place explosives throughout the sub before it arrives at the Lorient dock.

Sabotage the U-boat Engines







After breaking out of the crate and blasting the guards, grab the MP40 SMG and crawl around the crate to find MP40 ammo. When you find scalding steam, turn it off with a nearby wheel—you'll need to crouch below one steam spray to reach one of the wheels. In the engine room, place explosives on the big metal chamber to destroy the engines and blow open a passage onward.

Set Explosives in the Fore and Aft Torpedo Rooms





After setting timed explosives in the first torpedo room, move ahead through the sub and destroy the radio communications room. You don't want any U-boat soldiers to radio nearby Lorient and warn them that you're coming.





Place the second batch of timed explosives in the second torpedo room. As you head back to the escape hatch, a soldier will leap out of a hidden door in the officer's room. Blast him, then grab the Enigma Code Book from his room.

EYE OF THE STORM

Shipyards of Lorient, France
18 August 1944—0500 Hours

You've infiltrated the shipyard, but you must still reach the distant wet dock. This sub-mission takes you through the guarded warehouse area where you must wreak havoc along the way.



Broaden Your Influence with the Springfield



Climb onto the warehouse roof via the ladder, then cross to the second roof. Open the suitcase to find a Springfield '03 sniper rifle. Return to the ladder—you'll see the U-boat explode. Alarmed Nazis will storm the shipyard. Eliminate them with the Springfield from the rooftop before you head back down the ladder to continue your mission.





As you run alongside the docked battleship, soldiers will attempt to run to its stationary machine gun. Snipe them before they reach it. Then proceed along the ship and the inner alleys, hurling grenades at clusters of soldiers.

Break into the Warehouse in the Second Shipyard







The second shipyard crawls with soldiers. Seize control of the stationary guns. Then sneak behind the boxcar to find a ladder that allows access to the warehouse roof. Crouch as you move along the roof—and avoid fire from the roof and the yard. Nose downward into the roof hatch to descend gradually into the warehouse while sniping at the soldiers and the alarm below.

Destroy the Supply Trucks and Find Dock Gates

After leaving the warehouse, you'll need to skirmish with more soldiers in the alleyway as you head toward the truck lot. Once you destroy the trucks, you'll discover the way to the docks.





In the supply-truck lot, snipe the soldiers who patrol the area. After you place explosives on three of the four trucks and destroy them, the garage door will open. Head into the building and eliminate the nearby guards.





At the end of the building's hallway, you'll find the deployment roster in an office room. Grab the roster, then head back to the lot. After eliminating any new Nazis that pop up, blow up the fourth truck to reveal a passage onward.

A CHANCE MEETING

Shipyards of Lorient, France
18 August 1944—0600 Hours

After you sneak into the U-boat-production facilities, you must shut down the whole place—blowing up all boats and means of production as you creep through the shipyards.

Get the Train in Gear and Use Its Mounted Gun





Walk around the boxcars and flatbeds on the rail track to find a lever. Pull it—one flatbed will disconnect from the cars and roll in front of the open gate. Quickly hop onto it and use the stationary machine gun to eliminate soldiers.

Send in a Special Delivery



In the open dock area, equip the Springfield '03 rifle and shoot the cable that holds a hanging crate. The cable will snap and release its load onto the soldiers below it. Clear out any straggler soldiers who patrol the area, then proceed around the back side of the warehouses, where you'll find the entrance to the production facility.

Shut Down the Engines and Grab the Blueprints





Sidle up to each of three engine pairs and place explosives on them—they'll blow up quickly, so maintain a safe distance. Continue through the halls and eliminate the scientists standing at a table, then collect their blueprints.

Obliterate the First U-boat





Access the production bays by blasting open the floor vent. After you crawl through the ducts, snipe soldiers in the next room from the walkway then proceed to the red-lit dock-monitoring room. Pull the switch to bomb a U-boat.

Destroy the Second U-boat and the Fuel Depot





In the last production bay, snipe the soldiers guarding the second U-boat. When the way is clear, climb to the floor then walk onto the accessible side of the U-boat. Activate the gun to open the doors and blast the outside fuel depot.



After you destroy the depot and eliminate the last wave of Nazis, walk around to the other end of the U-boat. Place explosives on the boat, then run outside before the boat blows apart. Proceed to the outer gates to complete the entire mission and escape from the facility.





NEEDLE IN A HAYSTACK

ROUGH LANDING

Dutch countryside
16 September 1944 - 1830 Hours

In the third mission, you'll paratroop into Dutch territory to discover the location of an informant named Gerritt. Your first sub-mission will require you to cross fields with Corporal Barnes, who will plant explosives on each tank that he reaches safely.

Help Corporal Barnes Get to the First Tank





As you head into the first clearing, save the woman in the house from the Nazi who's hassling her. You'll then need to get Barnes to the first tank. Snipe the gas tank beside it to clear the enemies out of Barnes's way.

Locate the Private and Approach the Second Tank





A second soldier will join you at the bridge. You'll need to eliminate 95% of all foes to score a good medal—don't let him do all of the work. As the two of you move ahead, clear a safe path to the tank for Barnes.

Roundabout Method to Blasting the Third Tank



Don't approach the tank that blocks the far end of the bridge. Head toward the campfire first and eliminate the soldiers. Collect the kerosene nearby, then continue—you'll end up on the other side of the bridge with much easier access to the vehicle. Clear out the nearby soldiers and let Barnes do his work.

Destroy the Fourth Tank and Climb the Windmill





The fourth tank is parked inside a small structure. Snipe the gas tank beside it to clear the space of nearby soldiers. Cover Barnes as he runs to the tank, firing on any Nazis who creep out of hiding.



A sniper fires on the field from the windmill. After you eliminate him, climb the ladder and crouch at the spot from which the sniper was shooting. You'll see a large group of Nazis coming from the way you just came. Snipe them all. If you don't, you won't get the higher medals, which require 95% elimination of enemy soldiers.

Fire the Nebelwerfer at the Fourth Tank



In the next clearing, snipe as many Nazis as you can before heading onward. Battle your way to the Nebelwerfer, then use the rocket launcher to strike the tank across the river. Unfortunately, you can't use the rocket launcher against enemy soldiers, so watch out for any foes who creep up on you around the nearby house.

Blast the Last Tank and Gate-Crash the Nazi Party







In the haystack field, snipe the two soldiers who fire shells from mortars, then clear the way of other soldiers so that Barnes can get to the fifth tank in the back of the field. Take the nearby dirt path to the gates of Kleveburg, where you must break into the Nazi-occupied city. To do so, use the kerosene to torch the nearby haystack—the gates will open.

THE GOLDEN LION

Kleveberg, Holland
16 September 1944 - 2000 Hours

You must infiltrate the Dutch town and hook up with a resistance contact at the Golden Lion pub. Along the way, you must destroy Nazi vehicles and hitch a ride with a fellow agent.

Gear Up for Vehicular Sabotage





In the first parking lot, snipe the alarm so it can't alert more soldiers to your presence. Then head into the lot, take out all soldiers and collect the car-disabling tools from the adjacent lot. Disable all cars in the area.

Rendezvous with Fox in the First Town Square





Agent Fox won't drive you through the square until you rid it of Nazi threats. Snipe soldiers—and the alarm—in the square. Disable all vehicles, then use the stationary machine gun near the alarm to pick off patrolling Nazis.

Top Honors for Sloppy Espionage?



Generally, if alarms are activated, more soldiers will show up. In the first town square, for instance, snipers will also appear on rooftops and in windows. You may want to activate alarms yourself—that way you can eliminate even more soldiers to earn a higher sub-mission medal.

Trucking into the Second Town Square





After you clear the first square, hop in the back of Fox's truck. As you ride through the streets, take out as many guards as you can. Fox will stop in the second square. He'll move again after you eliminate the alarm, cars and guards.

Breaking through to the Laundry Truck





When Fox stops his truck at the barred gate, fight through the nearby door and unlock the gate from the other side. When he drives to the next square, climb into the laundry truck and steal a disguise.

Sneak into De Gouden Leeuw





Tip the pub's piano player. He'll play and get the soldiers singing—a valuable distraction. Sneak up the stairs, then shove the mugs into the back patio, which will start a fight—another distraction. Sneak through to your contact.

OPERATION REPUNZEL

Dorne Manor, Kleveberg, Holland
16 September 1944 - 2215 Hours

You learn that Gerritt is imprisoned in a Nazi-occupied manor, which is also the resistance's HQ. You'll need to acquire secret documents and rescue Gerritt to complete the final sub-mission.

Hide Behind Your Papers & Nab the Kitchen Key





You'll wear a caterer's disguise, so don't blow your cover—hold your identification papers in your hand until you enter the side door. Then blast your way upstairs and grab the kitchen key from the wall peg.

Wreak Havoc on the Lower Level





In the kitchen, take out the chef before he throws knives into your hide. Proceed through the dining room and the music room until you reach the courtyard. Hurl a grenade over the banister to destroy a group of soldiers.

Plunder the Grand Hall





If the guard at the podium spots you, he'll fire a rocket launcher and bring down the upper walkway. After you eliminate him, collect the STG 44 gun next to him, then collect the map behind the painting directly overhead.

Collect the Valuable Documents



Secret documents are inside one of the clocks. You'll need to shoot the correct clock to find the documents. Several adjoining rooms are packed with clocks—don't waste your time blasting them all. In the billiards room, blast the cuckoo clock on the wall to find the documents.

Inside Resistance HQ's Secret Passages



Turn the dial in the sauna to open a panel that leads into a secret passage. Follow it to find the resistance's hidden base. Collect the health and ammo power-ups, then open the secret door to enter the bedroom. The obvious doors are all locked. Exit via a second secret passage behind the bookshelf.



The secret passage will lead up to a partition that separates you from an inner room. Crouch at the partition's base, then lob a grenade into the room to clear the space of soldiers. Ensure that you've eliminated all of the Nazis, then pick through their fallen bodies to find keys to the nearby door where Gerritt is being held.

Clear the Courtyard Before Rescuing Gerritt





Before unlocking the door and rescuing Gerritt, clear the corridors and the clock-tower courtyard of all enemy forces. Then return and rescue Gerritt—he'll head toward the balcony next to the courtyard. When he reaches the balcony, push him to the hay below. Jump after him safely by landing in the hay. Steal the nearby vehicle to wrap up the sub-mission.

MULTIPLAYER

STAY IN SHAPE WITH WAR GAMES

Medal of Honor: Frontline for the GCN has a major feature that's not included in the PlayStation 2 version—a multiplayer mode for two to four players. The war games span battle locations all over Europe and offer many multiplayer options.

Axis, Allies and Otherwise



The multiplayer mode allows you to select from weapons sets that draw from single-player weapons—from the explosive Stielhandgrenate to the obliterating Panzerfaust. You can also select from various European maps—bridges, ports, ruined towns and more—and choose the time limit and mission goals.









CHARGE INTO COMBAT

After stealing the Nazi documents, you'll embark on a follow-up mission to learn more about a secret weapon that's in development. So gear up and head out! Medal of Honor: Frontline has the highest historical stakes of any game in some time. Can you fulfill your pivotal role?





Nothing brings tears to an RPG fan's eyes like an old-fashioned dungeon hack. Run around, get a big sword, take out monsters, get a bigger sword, take out more monsters, get a really insanely huge sword . . . now that's living! We'll take you through the bulk of a new dungeon-crawler for the Nintendo GameCube—Baldur's Gate: Dark Alliance—and also toss in some exciting, late-breaking news.



The Return of the Kingdom

Activision games has announced plans to release a sequel to the Nintendo GameCube action-RPG, Lost Kingdoms. The original title placed you in the shoes of a princess named Katia, who was forced to defend her land from hordes of monsters. Her only weapon was a deck of cards that could transform into creatures such as skeletons, mummys and dragons. The card-battling game was deeper and more rewarding than many titles of its genre and featured a two-player mode in which friends could battle each other.

Developed by From Software (who also created the original title), Lost Kingdoms II takes place two centuries after the original game. The sequel boasts 26 all-new worlds and more than 200 different cards (100 of which are new to the Lost Kingdoms universe). It retains the multiplayer feature but also allows single players to battle in the multiplayer combat arenas. Lost Kingdoms II is expected to launch in spring of 2003.

More Lore of Yore

Atlus Software, the same company that released such cult classics as Cubivore and the Ogre Battle series is developing and publishing Lufia: The Ruins of Lore for the Game Boy Advance. Previous Lufia games were on the Super NES and Game Boy Color, and The Ruins of Lore will be Lufia's first outing on the Game Boy Advance.



The title stars a young man named Eldin and his buddies, Torma and Rami. An evil nation called Gratze has begun to invade neighboring kingdoms in attempts to find a mythical beast. If Gratze's leader—an egomaniac named Ragule who has dreams of world domination—finds the beast before the heroes do, he will be able to merge with it and become indestructible.

The title has many cool features, including an option to link up to four GBAs. Once linked, players can either explore a secret dungeon or swap items. The dungeon is called the Ancient Cave, and it contains rare items that do not appear anywhere else. The Ancient Cave is also randomly generated, which means you can play for years and never see the same level twice.



The main quest, however, is a single-player affair. You can have up to eight characters in your party at a time. You can also sub party members in and out during battle (which gives you much-needed control over who levels up and how quickly). The game boasts 11 character classes and tons of new items, spells, armor and weapons. Finally, you can recruit monsters and convince them to fight for you. Monsters can learn new spells and evolve into different forms or even merge with party members during particularly tough battles. If previous games in the series are any indication, Lufia: The Ruins of Lore will be a deep, engrossing RPG with plenty of secrets. The title should arrive in the first few months of 2003.





Baldur's Gate: Dark Alliance is a classic title from the Dungeons & Dragons universe, and the EC editors have created a massive walk-through. We played the game in Co-op Multiplayer Mode, but the strategy works just as well in Single-Player Mode.

CHOOSE YOUR WARRIOR

Human Archer



Humans are well-balanced, and the Archer's stats reflect that middle of the road quality. He can learn a number of magic spells (mostly archery-related) and also handle both one- and two-handed weapons. Melee combat isn't his strong suit, so expect to spend most of your time launching arrows from afar.

Dwarven Fighter



The Dwarf is the easiest character for beginning players. His strategy is simple—run up to enemies and attack them as quickly as possible. He has tremendous Strength and the ability to carry more treasure than any other player, but he's limited by weak Charisma and almost no magic spells.

Elven Sorceress



The Sorceress has a wide range of magic, but she's very weak at the beginning of the game. She can't use two-handed weapons, and because she's weak, most heavy armor will be too much of a burden to use. Once she gains a few levels and learns more spells, however, the Elf is almost impossible to stop.

The Elfsong Tavern

As your adventure begins, you learn that thieves have waylaid you and stolen your belongings. Learn about the town from the Elfsong Tavern's patrons, then talk to the barkeep to receive a quest.



The bartender is located behind the counter. She'll tell you about the tavern's history if you ask.

The large, bearded fellow in the corner buys and sells weapons, armor and other items.

QUEST 1 RATS!



Accept the quest from Alyth (the bartender), then descend into the sewers and start eliminating rats. The furry vermin aren't tough, but they attack in groups of twos and threes. The Elf should use the Burning Hands spell while other players stick to weapons. You'll earn 200 EP and 75 gold for taking out the pests.

QUEST 2 STOP YER WINEING





To fulfill Nebbish's desire for a drink, get a Bottle of Fine Wine from the sewers. After you blast the final rat, walk down a hallway and enter the next room to find the bottle. Nebbish will give you 100 EP and an Extra Healing Potion in exchange for the tipple.

QUEST 3 ETHON IS GONE

After the wine quest, speak to Alyth again. She'll ask you to find Ethon in the sewer's lower levels. You'll earn 300 gold, 400 EP and an Amulet of Dexterity for your trouble.







Ethon is being held captive by the Bugbear Chieftain. When you enter his lair, he will send hordes of Kobolds (small, goblinlike creatures) to attack. Run into the doorway and take them out a few at a time. When you go after the Bugbear, watch out for his swinging club.

QUICK TIPS

Time Heals All Wounds

If you're low on health or magic, stand in a room that you've already cleared until your meters are full again.

Bust the Barrels



You can use melee weapons to bust open barrels, crates, jars and more. Break everything—you'll often find treasure inside.

Powder Kegs



Some barrels are actual kegs of gunpowder. Don't break the exploding barrels or you'll take massive amounts of damage.

Recall to Safety



Always have at least one Recall Potion. Use the potions to return to the hub and sell your loot whenever you run out of inventory room.

We Have Many Fine Deals . . .



High Charisma equals lower prices in the shop. In Multiplayer Mode, have the person with the highest Charisma do most of the trading.

Are You Experienced?



When you level up, try upgrading your Wisdom. The higher your Wisdom, the more Experience Points you'll earn in battle.

Stay Alive! I Will Find You!





In Multiplayer Mode, you can revive a fallen partner. Simply touch a Save Point to have your vanquished friend reappear.

QUEST 4 TALES FROM THE CRYPT





After you free Ethon, a man named Ipswitch will appear in the Elfsong Tavern. He'll ask you to find a medallion in the Shrine of Suffering. When you return it, he'll give you a Magic Mace and 300 EP.

QUEST 5 KEISSEN MAKE UP





The woman sitting behind Ipswitch is Osala. She's trying to find her friend, Keissen. Once you destroy the Orb of the Undead, speak to her again to earn a Ring of Protection and 750 EP.

QUEST 6 JUST THE ARTIFACTS



When you enter the shrine, a priest will ask you to destroy an artifact that is raising the dead. Accept, then head for the shrine's interior. (You can take on quests four, five and six in any order, but you'll want to speak to all involved before descending into the shrine.)

ORB OF THE UNDEAD







The evil artifact is called the Orb of the Undead. Enter its chamber and attack it while it's on the pedestal. When it floats, run away from the creatures it summons, trap them in a corner and take them out one at a time. (The sorceress's Burning Hands and the archer's arrows will help). After you destroy them all, return to the Orb and attack it anew. Focus your attacks on the Orb while it's vulnerable, even if it means taking damage. You'll get an Amulet of Protection and 750 EP for destroying the foul artifact.

QUEST 7 A SPICY OFFER





After you wallop the Orb, speak to a woman in the corner of the tavern. She'll ask you to find a Box of Spice inside the Thieves' Guild. If you comply, she'll give you 500 EP and a +1 Iron Shield.

QUEST 8 JOIN THE CLUB



A cloaked stranger is waiting for you in the Elfsong. His name is Jherek, and he wants you to join a militia called the Harpers. Accept his offer, then descend into the sewers again to find the Thieves' Guild. The entrance is hidden next to the cell where Ethon was held.

Beware Booby Traps



All manner of traps and tricks protect the Thieves' Guild. The first you'll encounter are sections of floor that vanish under you. Jump onto the first floating platform, then look for a sturdy one nearby and leap to it. (Platforms that are about to drop will blink momentarily, while sturdy ones do not.)



Another dangerous trap is a pedestal that fires either fireballs or arrows—you'll often find them grouped closely together. Watch them shoot to learn their patterns, then run through the enemy fire as soon as you spot an opening. Be sure to save your game often while in the Guild.

KARNE



Karne is the Thieves' Guild leader and a powerful warrior who will often vanish and reappear in another part of the room. The Elf and the Human should fire on him from a distance. If you're a Dwarf, charge in and start hacking away. Bring along lots of Restoration Potions and use them whenever your health drops below 50%.

Eyes on the Prize



There's a deadly trap on the Guild's third floor—large eyeballs pop out of jars and shoot at you. If they hit you, your character will suffer an instant fatality. Look in each room for a lever (or levers) that will drop the eyeball back into its jar. Use the C Stick to move the camera and see the eyes while you're hiding behind walls or other cover.

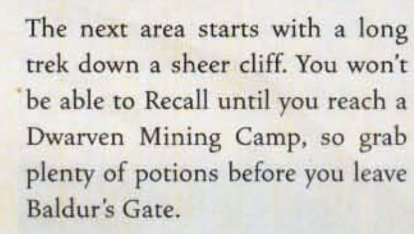
XANTAM

The boss of the first stage is Xantam, a mighty Beholder. It will attack both with magic (Magic Missiles, Fireballs and more) and by trying to bite you. Keep your distance.



The Human and the Elf can attack from afar and dodge. The Dwarf must attack directly—hit the Beholder a couple of times, then move to a new spot and strike again. With two players, attack from different directions to confuse Xantam. You'll get a Magic Long Sword, a Magic Shortbow, 2,000 gold and 2,000 EP for defeating the beast.

Take a Walk on the Wind Side





The next area starts with a long trek down a sheer cliff. You won't be able to Recall until you reach a Dwarven Mining Camp, so grab plenty of potions before you leave Baldur's Gate.

Dwarf Dwellings



The new shop in the Dwarven Camp stocks lots of expensive gear. The Elf should get whatever armor she can afford (and carry) while the Dwarf and the Human upgrade their weapons.

QUEST 9 FIRE ON THE MOUNTAIN

Look for a Dwarf with an exclamation point over his head inside the Dwarven Mining Camp. He'll tell you to climb Burning Eye Peak and light a large torch. You must collect three items (Flint, a Torch and an Oil Flask) to complete the task.

Flint in the West



The Flint is inside an ice cave in Burning Eye Summit West. There are plenty of nasty creatures along the way, including yellow-skinned Ogres that attack you with snowballs. If a snowball hits you, it will slow you down. Use the Z Button to block incoming snowballs with your shield (if equipped).

Torch in the East



You'll find the Torch (not the big torch that you have to light, but a smaller one) in Burning Eye Summit East. There's an abandoned camp in the east where you can find lots of valuable weapons and treasure. Don't forget to search the weapon racks for booty! To search, walk up to a rack and press the X Button.

Oil at the Peak



The Oil Flask is at the base of Burning Eye Peak. Before you climb the mountain, look for an obscured road that leads west. It's hard to find—you may want to bring up the map. The Oil Flask is inside a cave at the end of the trail, next to an injured Dwarf.

Torched



Once you have all three pieces, climb Burning Eye Peak and light the torch. Floating white balls on the trail will attack with lightning bolts. Walk close to them, then run away when they start to fire the bolts. After firing lightning for a bit, the creatures will shrink—attack them when they are small to avoid being hit.

QUEST 10 MINE OVER MATTER

Lighting the torch will thaw a Dwarf and let you get the Mine Key. Use it to enter the mines in the Dwarven Camp, then start clearing the underground of Dark Elves. Use your map to find every nook and cranny.



You must find three Gears on the Mine's first floor before you can access the second floor. The boss battle is on the third floor. Watch out for the Dark Elves—they will attack with arrows and magic spells.

ILIVARRA



Elf Queen Ilivarra will attack with many kinds of magic. She also likes to vanish and reappear in different parts of the room, à la Karne. She's not very strong, however. If you wade in and attack with a powerful melee weapon, you'll take her out in no time. You'll get 3,000 gold and 2,000 EP for slaying the boss.

Saved from the Mines

A member of the Harpers is being held inside the mines (on the right-hand side of the room in which you battle the Queen). Free him with the key you earn from the boss battle.



Into the Woods

Your next quest takes you through a deep, dark forest and into a vast ice cave. To access the forest, go to the shop in the Dwarven Mining Camp and walk north.



The woods are chock-full of large and terrible creatures. Pay special attention to the wolves. They aren't very tough by themselves, but a pack of wolves can surround your character and take him or her out before you know it.



Previously, areas you'd visited appeared bright on your map and unexplored regions remained dimmed. In the woods, however, all areas are bright. You'll have to circle back many times to make sure that you've destroyed your foes. (You don't have to take out every enemy, but you will earn more EP by doing so.)

QUEST 11 ICE CAVE CRASHING

The ice cave is at the north end of the woods. Once you enter the cave, you'll have to fight past a host of monsters—some of which are invisible. To find a hidden foe, stand in the water and look for approaching ripples.







Another beast in the ice cave is the Frost Giant. The behemoth towers above your character, and it can crush you flat with one stomp of its foot. For melee combat, attack it briefly, then run away and attack from a different side. For the Elf, fire- and lightning-based attacks work very well.

CIRAXIS







Ciraxis is a dragon bent on your destruction. Attack it until it starts to fly, then get out of the way before it drops a meteor shower on your head. Try to attack from behind when possible so you can avoid its freezing breath. If you are frozen, keep your distance until the effects wear off.

Leave the Tomb



The portal in the back of Ciraxis's lair leads to the Marsh of Chilimber. Again, you won't be able to Recall until you find a safe spot, so you should buy potions and sell any extra items before battling the dragon—otherwise you may have to leave a precious treasure behind.

Brave the Swamps



The Marsh of Chilimber is an inhospitable place. The monsters are mostly zombies and lizard men, and poison is a serious problem. If you see a green cloud, avoid it. Once you're poisoned, you'll lose energy until the effects dissipate.

QUEST 12 YOU ARE THE LIZARD KING!

A terrible tragedy known as "The Great Drowning" has befallen all of the marsh. To set things to rights, you must take down the lizard king—an angry fellow who goes by the unpronounceable name of Sess'sth.

Reptile Friends



Look for a small straw hut at the end of the marsh, then speak to the lizard there. He will wax philisophic on the Great Drowning and fill you in on the marsh's history. The kindly lizard can also buy and sell goods or watch while you sleep so you can restore health and magic.

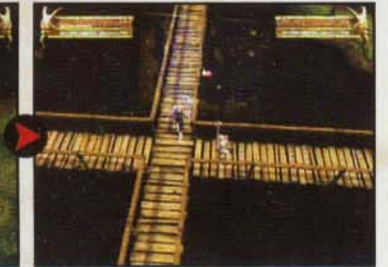
Vine-B-Gone



There's only one way to the lizard king's hide-out, and it's blocked by a thick wall of vines. Speak to the lizard salesman to get him to drop the vines. If you want to skip through his tales of woe and get to the action, press the A Button in mid-conversation.

Plot a Course





The area behind the vine wall is one gigantic swamp. Since it all looks the same, it can be hard to find your way. It's a good idea to bring up the map on-screen and leave it there while you wander around.

Fire in the Hole





Some lizard men will attack by throwing firebombs. (You can identify the fire-wielding creatures by looking for a small satchel on their left or right hip.) The firebombs can drain your health in a heartbeat, so try to take them out as soon as you see them.

The Keep



Sess'sth's final line of defense is an ancient castle keep. You'll have to enter the castle and destroy all who dwell within if you want to take out the crooked lizard king once and for all.

Purple People Eaters



Watch out for large, purple creatures with two small antennae on their heads—they can eliminate your character in one or two hits. Attack them from afar, using Magic Missiles or another spell for the Elf, and arrows for the Dwarf and the Human.

Barrel of No Fun



There are also Kobolds in the keep. Although the critters are usually no more than an annoyance, some of them are carrying exploding barrels. Be careful what you swing at—you can easily eliminate yourself with an itchy trigger finger.

SESS'STH



Sess'sth relies on brute force, and he'll try to end the battle quickly. If you are the Elf, use your Lightning spell—it drains health quickly and tends to freeze the king in place. Other warriors will have to use arrows or the run-and-gun method: Attack, retreat and attack again.

The End?

Of course not! You still have to slog through the rest of the marsh and make your way up a tower filled with foul beasts. You're almost there, so good luck!

SECRETS AND EXTRAS

After you beat the game once (on any difficulty setting) a few more options will become available. Take a sneak peek to see what you can unlock.

The Gauntlet

The Gauntlet is a maze that you must escape in less than 15 minutes while destroying every single creature. If you dare to brave the Gauntlet, you will get to play as a new character, an Elf named Drizzt. At first, you can use him only in The Gauntlet.

Extreme Mode

If you beat the Gauntlet, you will unlock Extreme Mode. The new difficulty setting is just that—difficult—but you can import the character you used to beat the game the first time, along with all of his or her skills. A built-up Elven Sorceress is the best character to use in Extreme Mode.

Unlockable Characters

Finally, if you manage both to clear the Gauntlet AND to beat Extreme Mode, pat yourself on the back—that's no small feat! Your reward is a new playable character for the main mission: Drizzt the Elf! In addition to having lots of cool magic, Drizzt can use two swords at once.

ETERNAL DARKNESS™
Sanity's Requiem

Nintendo Power recently sat down with Silicon Knights, the designers of Eternal Darkness, and spoke about the intensive research and development process that led to the final game. Now you can learn secrets of the game creation process and find out more about the Eternal Darkness world straight from the source.

Pious Augustus

Pious Augustus is the primary villain in Eternal Darkness. In keeping with the theme of "ordinary people in extraordinary situations," he is a Centurion in the Roman army. There are higher and more interesting ranks, but they would have provided Pious with the very things he seeks—power and glory. We wanted to make him a cynical man with ambition who would accept power as soon as it was offered to him. At first, Pious is far from evil. He has worked hard to be where he is and feels as though the Roman Empire has turned its back on him.

Thematically, we placed his character at the birth of the Roman Empire—26 B.C. At this time, the Republic of Rome has dissolved and a single emperor, Augustus (Octavian) Caesar, speaks for the senate. To many historians, this represents the beginning of a major expansion in the Roman Empire. However, it is also the beginning of its downfall. With power-hungry megalomaniacs and lunatics at its helm, Rome will expand and expand again before finally falling to its own corruption and decadence. It seemed like the perfect backdrop for Eternal Darkness.

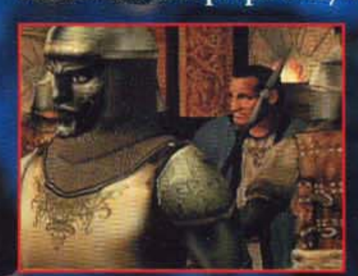


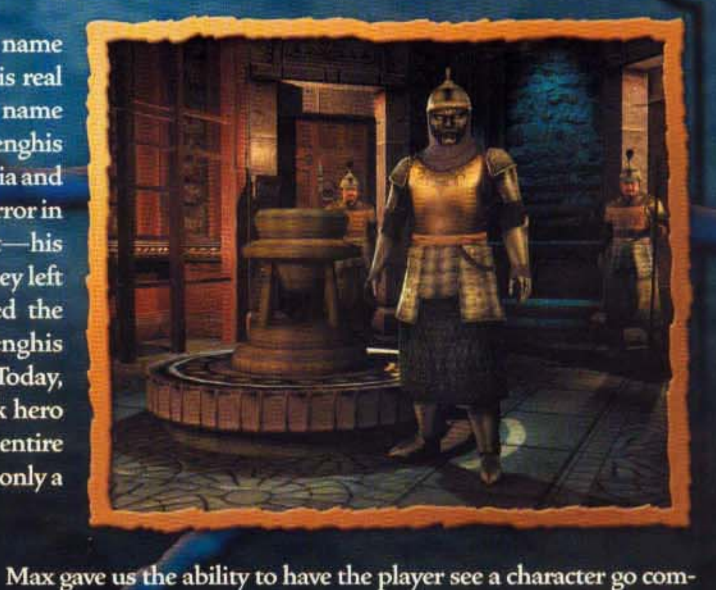




Tamerlaine

Tamerlaine was a very real person. The name Tamerlaine was a western corruption of his real name, Timur-a-liang, which means Timur the Lame. (He received the name after being partially crippled in a hunting accident.) A descendant of Genghis Khan and a superlative general in his own right, he campaigned across Asia and expanded his empire into India and beyond. While Tamerlaine spread terror in the hearts of free people everywhere, he also sowed the seeds of dissent—his own troops would often revolt when they left a conquered land. Although he shared the martial prowess of his ancestor, Genghis Khan, he lacked his political skills. Today, Tamerlaine is revered by some as a folk hero who created an empire that spanned an entire continent, while others think of him as only a bloodthirsty warlord.





Maximillian Roivas

Max's story was fascinating to create. We had to work in a historical period that we initially knew very little about. The time period also limited us on items and equipment. At first, we were going to give him a Bowie knife, but that particular weapon wasn't around in 1760. Max's costume also went through many revisions (fixed and detachable wigs, coattails and the like). The toilet was another point of contention. In 1760, the indoor toilet was a relatively recent invention, but today no bathroom would be without one. So what was exciting to Max may not be exciting to the player. This sort of problem came up time and time again. Content had to make sense to the time line, the character and the player.

Max gave us the ability to have the player see a character go completely insane and still identify with him. In the scene where he stabs his servants, we were able to have players be shocked at first, but then understand and rationalize why Max would do it. It is this kind of multiple layering of theme and story within Eternal Darkness that we are really happy with.







Edwin Lindsey

Cambodia during Lindsey's time is in a state of political turmoil thanks to the communist Khmer Rouge. This set a dramatic backdrop for the archaeologist and also gave him a reason to carry the firepower that he did. When we researched Cambodia, we found that recent advances in satellite technology revealed that the area around Angkor Wat (an ancient city/temple and well-known tourist attraction) was filled with other temples that had been overrun by the jungle. This piqued our interest—what else was down there? Another fact sealed the choice [of Cambodia as a location] completely. Hindu temple architecture is based on the idea that the universe is made from concentric rings, or layers. This seemed to support the idea that the temple might tie into our Magick system, which is also based on rings and circles. The idea that things in our world might actually have supernatural purposes—that there is a veil of reality that we can't see beyond—is one of the cornerstone concepts of Eternal Darkness.

As a side note, since Lindsey had a few scenes with our villain, Pious, he had to be a good counterpart. Pious was very calculated and formal, and that's why Lindsey is spontaneous and flippant.

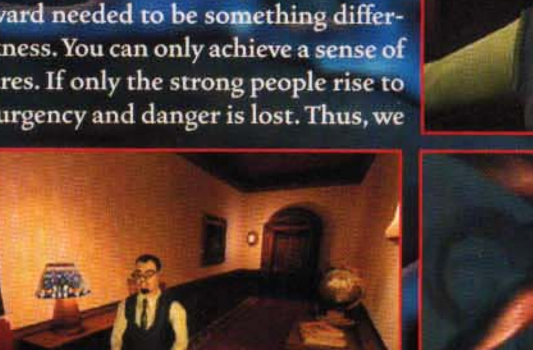




Edward Roivas

Edward is the core character of Eternal Darkness. It is through his writings and research that Alexandra discovers the information and strength to fight the Ancients. For Edward's character, we wanted to have a weak individual who is strong at heart—strong enough even to take up extremely powerful weapons and confront the Ancients at point-blank range.

Most video game heroes are just that—heroic. Edward needed to be something different, or there wouldn't be much horror in Eternal Darkness. You can only achieve a sense of horror through the character's vulnerabilities or failures. If only the strong people rise to meet adversity and handle it effortlessly, the sense of urgency and danger is lost. Thus, we wanted to make him an interesting contradiction—weak body, strong mind. That's why we gave one of the weakest characters the biggest guns and the most responsibility. At one point, the story even included one of the other, stronger characters taking his own life in Edward's presence rather than face the Ancients. This scene was eventually removed because it was considered far too grim.





Chattur'gha

Chattur'gha (Chatt-ur-gar) embodies control of the physical and is represented through sheer brute power, violence and strength. Gnashing teeth, crushing claws and scything blades are the hallmarks of Chattur'gha and its guardian races. They are hulking, brutish creatures that exist to crush and devour all that stand in their way.



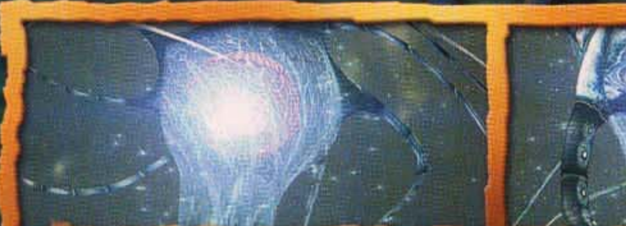




Ulyaoth

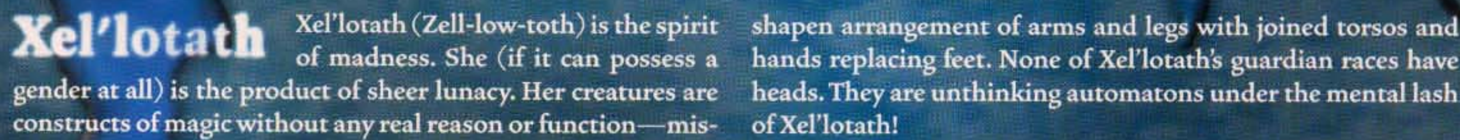
Ulyaoth (Ool-yowth) represents the magic of time and space. To Ulyaoth, the universe is a plaything—and it has grown bored with it. It has seen all that there is to see, both in this dimension and the others. It is distant and apathetic and cares little for the manifestations of life throughout the universe. Humans and other living creatures, even its own kin, are nothing more than insignificant blights on the perfection of the universe.

Deep sea life formed the theme for many of Ulyaoth's creature designs—ethereal jellyfish, bizarrely shaped fish, crinoids, sea slugs and the like. We sought a graceful, ghostlike and dramatic look.









Xel'lotath

Xel'lotath (Zell-low-toth) is the spirit of madness. She (if it can possess a gender at all) is the product of sheer lunacy. Her creatures are constructs of magic without any real reason or function—misshapen arrangement of arms and legs with joined torsos and hands replacing feet. None of Xel'lotath's guardian races have heads. They are unthinking automatons under the mental lash of Xel'lotath!





Gatekeeper

The Gatekeeper was initially conceived to be a creature that gave rise to the vision of the Grim Reaper, the personification of Death. We wanted to give the impression that the Ancients had affected every aspect of our existence—giving rise to myth and even our instincts themselves. We wanted to show that we might see something created by the Ancients and base our legends on it without even realizing it.

Originally, the Gatekeeper would attack the player and use the blood drawn by its tail to inscribe a circle that summoned creatures. This was the counterpoint of what the player originally had to do to cast a spell—writing each rune upon the ground. As the action of the game sped up and we moved from the Nintendo 64 to the Nintendo GameCube, Magick was more heavily relied on and that form of spell-casting was abandoned.





Things You Might Have Missed



Try looking at the pictures inside the Roivas Mansion with a low Sanity Meter. You'll see some truly bizarre artwork!



If you speak to nonplayer characters while your Sanity Meter is low, they'll often tell you horrible tales about terrible things.



Have Max perform autopsies on monsters, then examine the autopsies in a later level to hear Max's mad descriptions of the creatures.



Evil people walk funny. Always keep an eye out for humans with odd habits, including the detective in the opening cinema scene.

Eternal Darkness: Sanity's Requiem is the culmination of four years of labor, and Silicon Knights's attention to detail shines in every frame. But be warned, traveler—Eternal Darkness is not a game for the faint of heart! It contains violence and gore, as well as many disturbing images and story lines. If, however, you are an older gamer who appreciates a good, intelligent story, you won't find a more engrossing game anywhere.

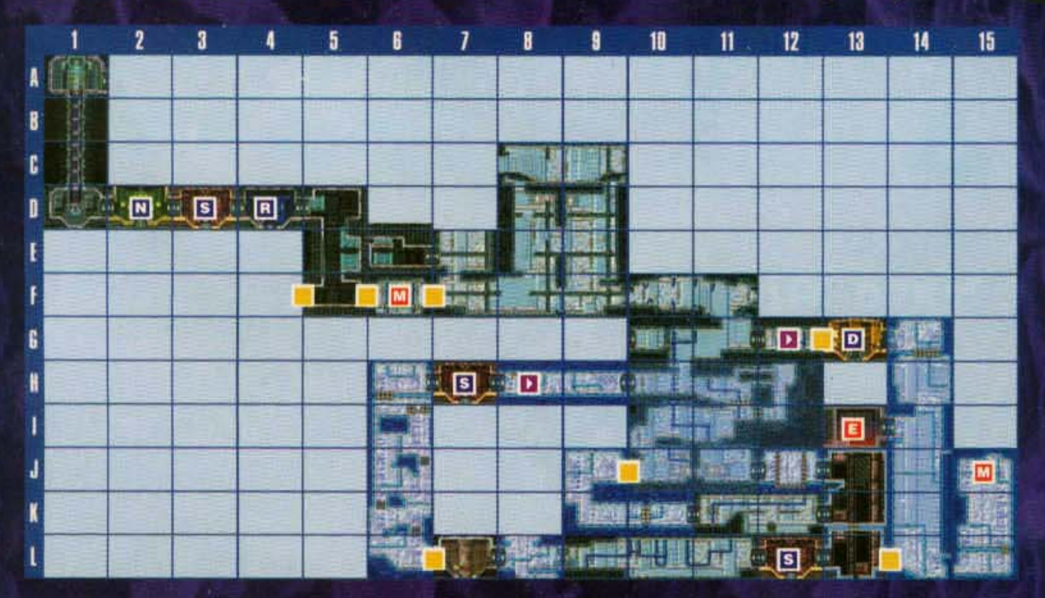


Samus Aran's quest to wipe out the X parasite infestation continues in part two of our Metroid Fusion strategy coverage. It begins with Ice Missiles.

SECTOR 5 : ARC

Step into the cold of Sector 5 to earn a freezing weapon.

At the end of last month's Metroid Fusion coverage, we guided you to the Varia Suit data. You'll need the protection that the Varia Suit affords you to withstand Sector 5's cold temperatures. Descend into the icy domain and start exploring.



MASTER MAP KEY

Save Room	S	Shutter	▷
Navigation Room	N	Missile Tank	M
Recharge Room	R	Energy Tank	E
Data Room	D	Power Bomb Tank	P
Level Hatch	■■■■		

HIDDEN TANKS



After you encounter a fake tank in I13, bomb the lower-left corner to reveal a real tank.

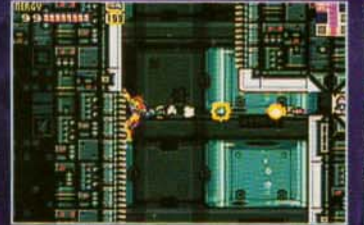


Roll into a hidden hole in L14. Defeat enemies, let them reform, freeze and jump onto them as you climb to J15.



Use two Bombs in the upper-right corner of F6 to reveal a Missile Tank. Jump up and collect it.

Sector 5 Shuffle







Before you can reach the Ice Missile data, you must unlock Level 3 hatches from the Sector 5 Security Room. As you search for the computer connection, you'll use Missiles to blast open a hole from the top of the left ladder in area E5, employ the Speed Booster to break Boost Blocks in H11 and take on five flying enemies in J12.

Drop and Unlock



The Security Room is in area L7. When you drop to K13, plant Bombs in the middle of the floor. You'll break through to L13. Run to the left from there and head for the Security Room.

Platform Pause



Using the Ice Missiles, you can freeze enemies in place then use them as platforms. The technique will allow you to reach some otherwise unreachable areas.

Data Delivery





The Ice Missile data download is in section G13. When you reach the top of the vertical passage in I6, fire at the ceiling to break through to the next area. Jump up, run to the right and head for the target.

Escape from Sector 5



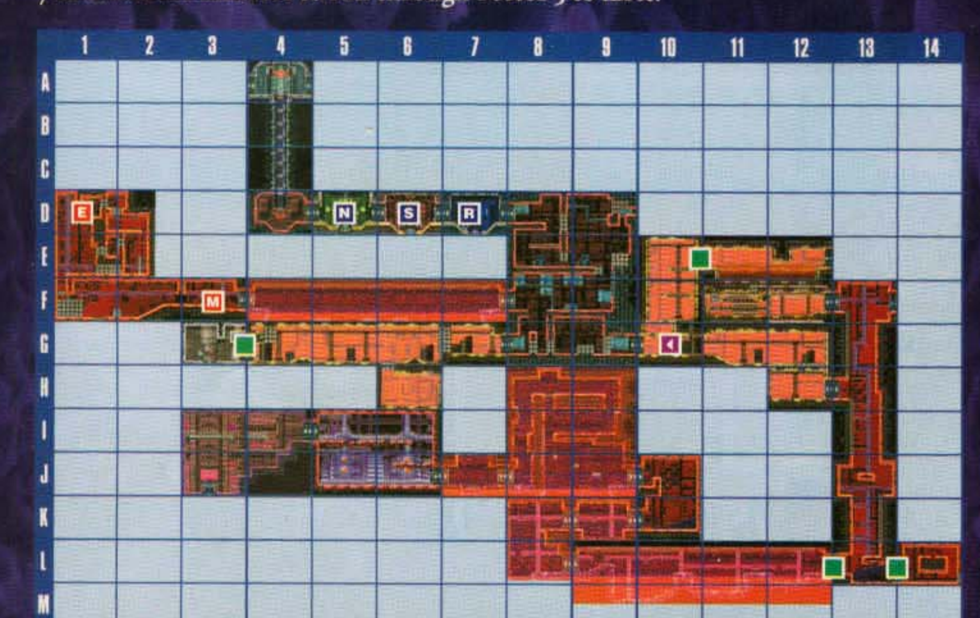


After you make the plant in K12 grow, freeze it, then run over it as you build your Speed Booster. When you reach H12, bomb through a passage in the left wall then roll to H11.

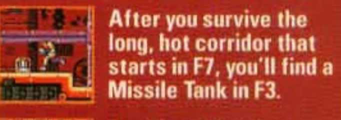
SECTOR 3 : PYR

Investigate an emergency in Sector 3 and neutralize the problem.

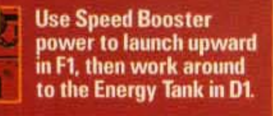
The main boiler's cooling unit is verging on a meltdown, and the entire research station is at risk. From the time that you find out about the problem in Sector 5, you'll have six minutes to run through Sector 3 to fix it.



HIDDEN TANKS

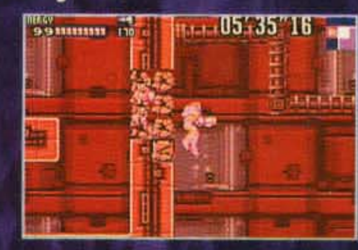


After you survive the long, hot corridor that starts in F7, you'll find a Missile Tank in F3.



Use Speed Booster power to launch upward in F1, then work around to the Energy Tank in D1.

Dry Run





On your way to the cooling unit, you'll tour Sector 3's overheating environment. Run to the right from the start, opening hatches as you go. You'll blast through Boost Blocks in D8. When you reach L12, grab the horizontal ladder on the ceiling and climb over the bubbling lava pool.



Ice Capades





The Ice Missiles that you earned in Sector 5 will help you navigate Sector 3's lower sections. Use them to freeze the long-necked enemies in the vertical passages and the small enemy that crawls over the breakaway platform in J7.

BOSS BATTLE: Acquire the Wide Beam



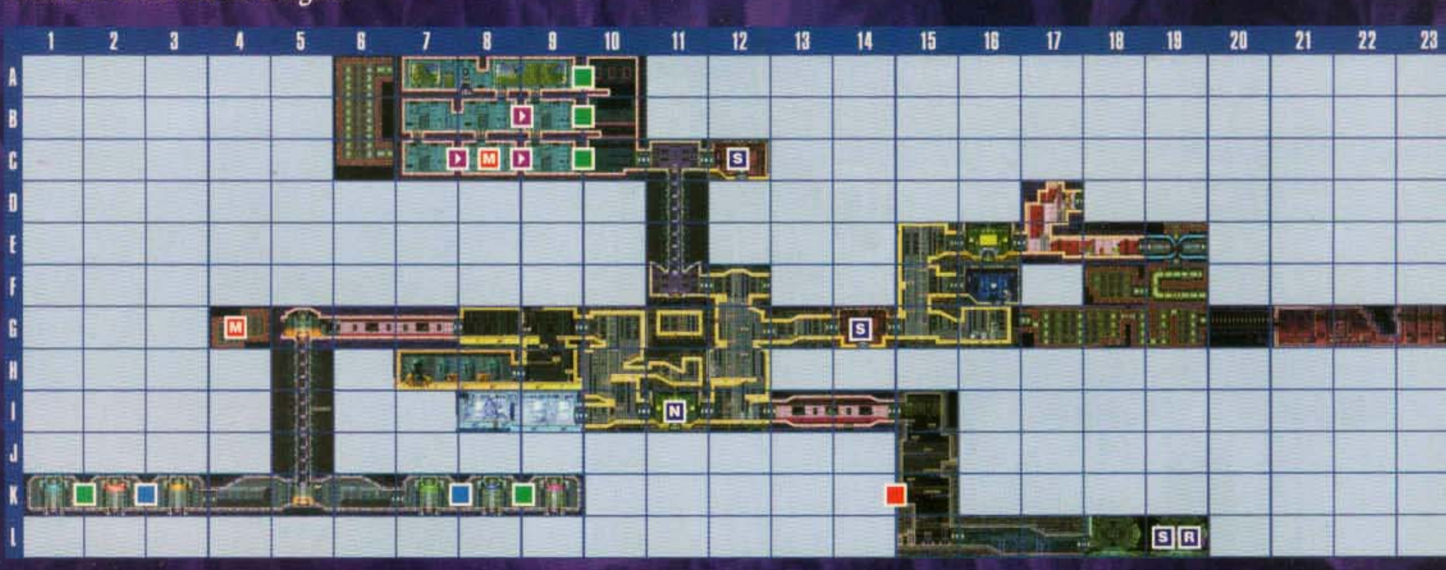


When you reach the target in J3, you'll witness a Core-X consuming a scientist. Hit the creature when its eye is open and jump out of the way when it fires back. After you defeat the enemy, step into the booth and activate the cooling unit.

MAIN DECK

Search for signs of life on the Habitation Deck.

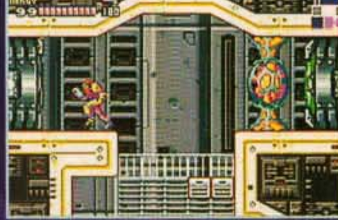
The computer has detected life-forms that may not be infected by X parasites on the Habitation Deck, in the upper reaches of the Main Deck. Take a ride on the Main Elevator and investigate.



HIDDEN TANK

Run to the left from G7. Blast through Boost Blocks in G4 and collect a Missile Tank.

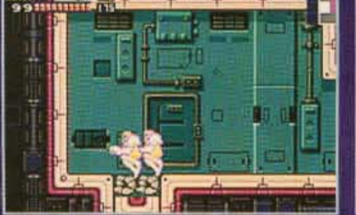
Onward and Upward

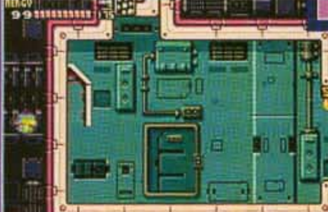


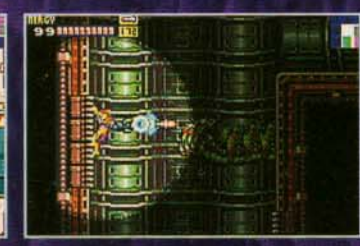


The last time you were on the Main Deck, Level 2 hatches were locked. Now that they are unlocked, you can open a hatch in F12 to reach the Habitation Deck elevator. Freeze long-necked enemies in C10 and B10 for a boost to the top of the deck.

Habitat Workaround







A special hatch blocks the way to the Habitation Deck door release in A8. Bomb through the floor on the right side of A8, then use the Speed Booster to break through the floor in B7. Jump through a hole in C7's left wall and climb up a vertical passage to the top of the deck, freezing enemies with Ice Missiles along the way.

SECTOR 5 : ARC

Return to the arctic sector for Power Bomb data.

Power Bombs have a wide blast radius that affects all enemies and destructible objects in your immediate area. You'll find the Power Bomb data in the Sector 5 Data Room. Descend into the sector's frozen corridors and run to the Data Room.



HIDDEN TANKS



Defeat the enemies in F4, then jump up through a hidden hole to a Missile Tank.



After you run from the SA-X in the lower section of Sector 5, you'll find a Power Bomb Tank in M8. Use a Power Bomb to blast away the blocks and collect the prize.



Use a Power Bomb in L8 to reveal a vertical passage. Climb and collect a tank in I9.



Enemies float over breakaway blocks in G9 and G8. Detonate a Power Bomb to reveal the blocks, then freeze the enemies and use them as platforms on your way to G7.

Pick up Power







The Power Bomb data download is in the Data Room where you found the Ice Missile data. Drop to F5, then run to the right and work your way to G13. You'll run through a one-way shutter on your way to the room—you will have to find another way back to the Sector 5 entrance.

Drop, Blast, Drop





Use normal Bombs to blast the floor in G14, then drop to L14. When you use a Power Bomb in L13, you'll open a path to another unmapped area. Drop down and investigate.

SA-X Encounter





When you reach area M11, the SA-X will appear. Jump over a tall barrier, use a Power Bomb at the wall and roll into the higher of two narrow passages that open.

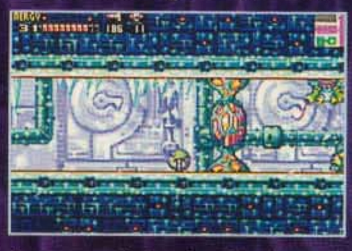
Return to the Upper Reaches





A Power Bomb blast in area M8 will reveal a ladder on the left wall and a hole in the ceiling. Climb up, run past the Security Room and climb to the top of the next vertical passage.

Blast through Barriers



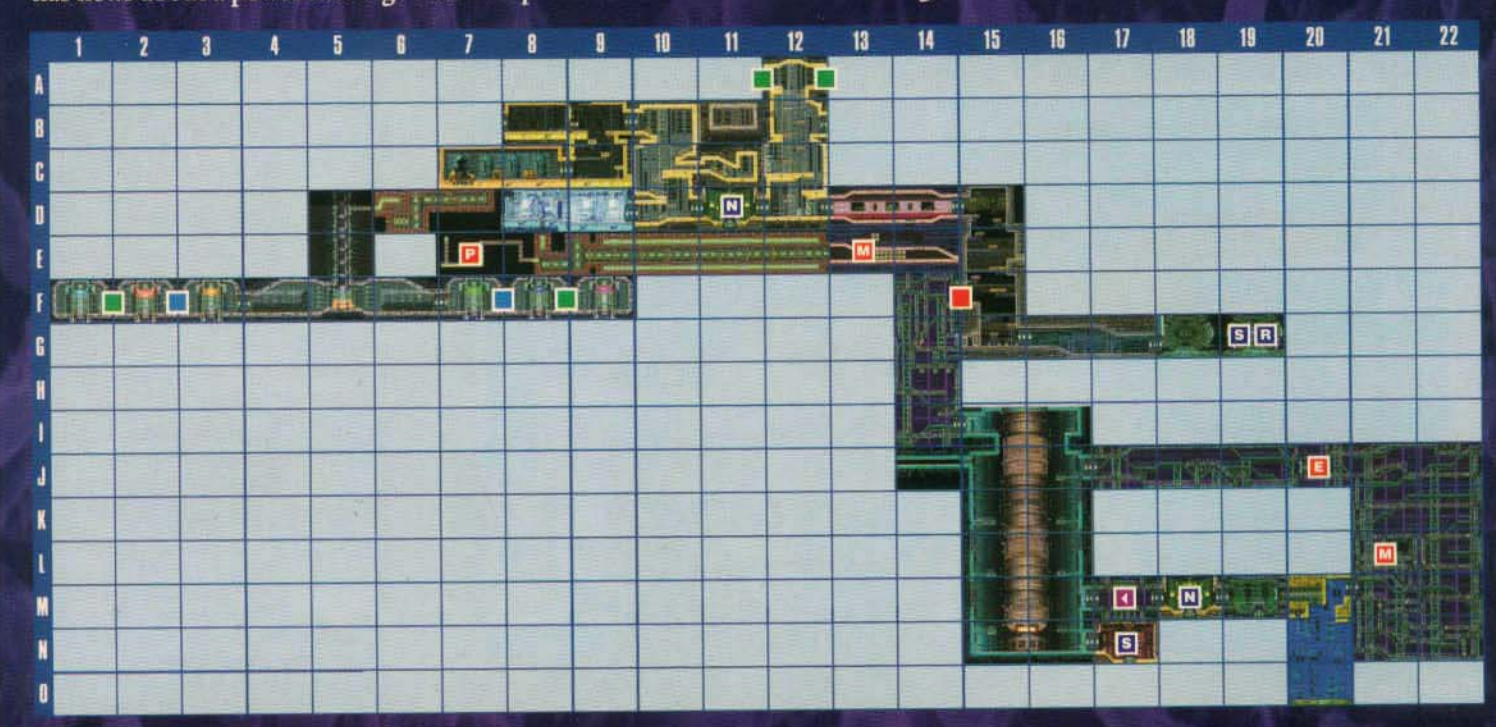


Large organic barriers block passages in H8 and G10. Use your Power Bombs' mighty blasts to destroy the barriers, then collect the parasites they leave behind.

MAIN DECK

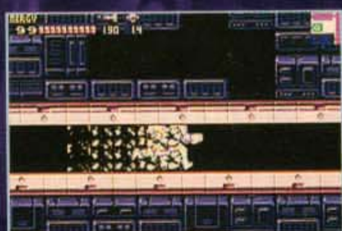
Return to your ship for information about a new threat to the research station.

When you reach the Navigation Room in Sector 5, your ship's computer will ask you to return to the ship. It has news about a power shortage that has spread from Sector 2 to the lower-right section of the Main Deck.



Main-Deck Detour





As you ride up to the Main Deck, the elevator will freeze in the middle of the shaft. Detonate a Power Bomb to blow open a passage to the right, then continue through the Main Deck underground, bursting through barriers with your Speed Booster.

Power to the Core



After you visit your ship, plant a Power Bomb in G15 to open a passage to the Reactor Core. Battle Zebesian Space Pirates and continue to open new passages through the mazelike network of passages with more Bomb blasts.

HIDDEN TANKS



Use a Power Bomb in E8 and another one in E7 to reach a Power Bomb Tank.



After you run through Boost Blocks, use a Power Bomb in E13 to reveal a tank.



Use a Bomb in the left wall of L22 to break through to the Missile Tank in L21.

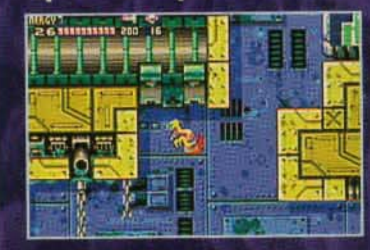
BOSS BATTLE: Acquire the Space Jump





Avoid the giant spider by waiting in a corner in Morph Ball form, then hit the spider's glowing mouth with Missiles. When it loses its legs, keep it from getting close to you by hitting it with charged Wide Beam blasts.

Space-Jump to Sector 2



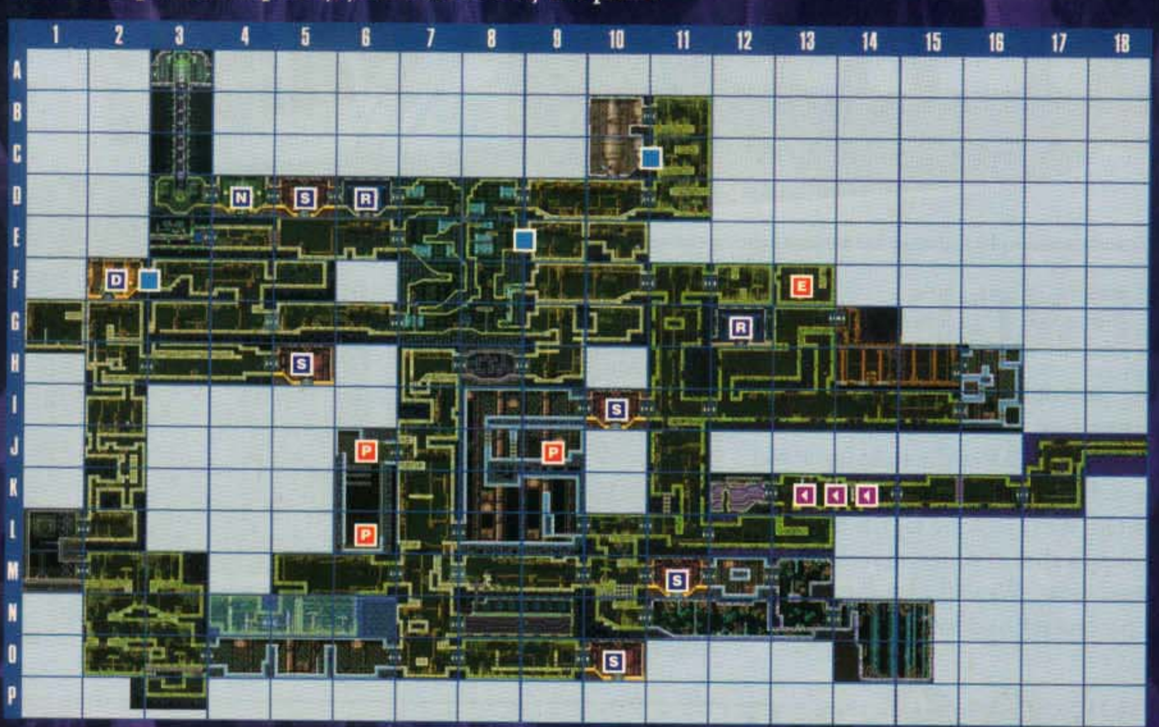


Use your new Space Jump ability to reach the power switch in M19, then find a passage to Sector 2 in J15. Recharge at your ship before you continue. You'll need a lot of energy in the next area.

SECTOR 2 : TRO

Get to the root of the power problem in Sector 2.

An X-parasite-controlled plant has worked its roots into the station's wiring. Before you can restore the power completely, you must destroy the plant.



The Hunter Is Hunted NP





When you drop into K17, the SA-X will make another appearance. You can freeze your evil twin for a moment with Ice Missiles, but you can't defeat it. Use Power Bombs to blast through barriers and run to the left. Hide in the left side of K12 and wait for the creature to walk away.

Search the Sector





After you hide from the SA-X, fire through the floor in K13 with Missiles. Advance to I12, fire through the ceiling and Space-Jump up to G13. Hit the giant guardian eye with a Missile and move on to the boss battle.

HIDDEN TANKS



Space-Jump up to J8 and blast through the wall under the ledge to reach a tank in J9.



Freeze floating enemies in J6 and use them as platforms to reach a Power Bomb Tank.



After you collect the tank in J6, you'll drop to L6. Use a Power Bomb to reveal another tank.



Jump up against the right wall in F12 to grab on to a passage to a hidden tank in F13.

BOSS BATTLE: Acquire the Plasma Beam



Clear away the projectiles that aim to knock you into the deadly ground plants, then focus your Missile fire on the large plant to the right. Duck or jump to avoid the plant's beams and keep firing Missiles.

X PARASITE EXPLOSION

End the infestation.

You've come a long way, but your journey is far from over. The X parasites continue to spread as you search the station for a way to get rid of them for good. Along the way, you'll fight a new version of an old enemy and you'll finally go head-to-head with the SA-X.

ARENA

ARE YOU GAME?

CHALLENGE

You all knew it was coming, and now it's time to separate the true gamers from the wanna-bes. Grab a copy of Metroid Prime and start playing. When you defeat the final boss, you will see a screen that records how fast you beat the game and how much of it you completed. We're looking for the five players with the lowest times. Snap a shot of your end screen, then send it to us at the address below. We will pick the top five persons with the highest percentage and lowest time.

METROID PRIME

TIME KEEPS ON TICKING



GOTTA GRAB IT ALL



The items that count toward your completion percentage are Missile Expansions, Power Bomb Expansions, Energy Tanks and Log Book Entries. As you can see in the above shot, it's possible to earn 100%.

NP SCOREBOARD



SUPER MARIO SUNSHINE: BEST TIME IN THE BIANCO HILLS (HIGH SCORES ARE BETTER) (VOLUME 161)

Michael Berra, Colorado	27:41
Shay O'Neil, New Mexico	26:44
Chris Steele, Massachusetts	25:84
Aziz Bhatt, Virginia	25:31
Jacob Click, Florida	24:37

CAUTION:

TWISTED CHALLENGES AHEAD

In James Bond 007: Agent under Fire, try to complete the first level using only your fists.

– SPENCER FORTIN
CALIFORNIA

In Resident Evil, can you take out the Crimson Head Zombie in the crypt with only a Combat Knife?

– GEORGE KOLLAR
MINNESOTA

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before February 4, 2003.

SEND YOUR ENTRIES AND IDEAS TO:

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THE NUTS & BOLTS

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C. What is your favorite strategy review this month?
1. The Legend of Zelda: A Link to the Past/Four Swords
2. Harry Potter and the Chamber of Secrets
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4. James Bond 007: NightFire
5. Metroid Fusion
6. Medal of Honor: Frontline
7. *Star Wars* Jedi Knight II: Jedi Outcast
8. Lara Croft Tomb Raider: The Prophecy

D. What is your favorite special feature article this month?
1. The Lord of the Rings: The Two Towers
2. Skies of Arcadia Legends preview
3. Eternal Darkness Epic Center Special
4. e-Reader Report

E. How interested are you in online gaming with your Nintendo GameCube (GCN)?
1. Very interested 2. Somewhat interested 3. Not interested

F. Do you plan to purchase a GCN Modem Adapter or Broadband Adapter?
1. Yes 2. No

G. Do you plan on purchasing Phantasy Star Online Episode I & II?
1. Yes 2. No

H. What aspect of online gaming is most attractive to you?
1. Playing with many people
2. Meeting new friends
3. Playing the games offered only for online

I. What aspect of online gaming is least attractive to you?
1. Having to purchase the GCN Modem Adapter or Broadband Adapter
2. Paying monthly service charges to an Internet Service Provider
3. Paying monthly service charges to the gaming site
4. Having too few games to choose from online

J. What features would you like to see in future editions of Pokécenter?
1. Continuing strategy coverage
2. Fan art and letters
3. Pokémon news and product updates
4. Colosseum teams
5. I like it as it is now

K. How interested are you in purchasing the Game Boy Player described in this month's Game Watch?
1. Very interested 2. Somewhat interested 3. Not interested

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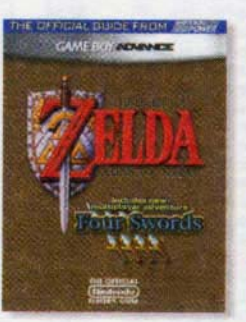
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Back issues of Nintendo Power and Official Nintendo Player's Guides have all the gaming information and strategies that you won't want to miss, and it's all straight from the source.







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LARA CROFT—SHE'S INTELLIGENT, TALENTED, ATTRACTIVE, AND EVERY EVIL WIZARD'S WORST NIGHTMARE.



Adventure Lies Beyond the Pages of History

Lara Croft, the daring and beautiful Briton, makes her first appearance on the Game Boy Advance in Ubi Soft's Lara Croft Tomb Raider: The Prophecy. With the ancient Tome of Ezekiel as her only guide, she sets out in search of three mysterious stones and the dark truth behind them. Little does she know what dark secrets the Tome of Ezekiel hides.

MS. CROFT'S ENEMIES, ITEMS & WEAPONS



Tombs often house hostile creatures. Lara encounters wild wolves, undead soldiers and wizards within the temples she explores. Every enemy stands between you and the magical stones you seek. Keep an eye on your health—especially when battling a large number of enemies.



Lara has three types of firearms at her disposal. She will begin her adventure with a trusty pair of handguns, and she can obtain Uzis and Golden Guns in her travels.



Look for Small and Large Medikits to replenish Lara's health when she is hurt. Medikits are often hidden in small rooms and on ledges off the main route. Explore each level thoroughly before leaving for the next—every Medikit makes a difference.

TEEN T CONTENT RATED BY ESRB — Animated Blood Violence

First Destination: King Heort's Temple, Switzerland

Lara is dropped off atop the snowcapped slopes of Wolf's Fang Peak, where her quest for the mysterious stones begins. Carrying a few meager supplies, she braves the Swiss elements to find the entrance to a tyrannical king's tomb.

SCALE WOLF'S FANG PEAK & REACH THE TEMPLE ENTRANCE



CLIMB FOR A MEDIKIT

There's a Small Medikit at the beginning of the stage. Press B to hang from the cliff. Shimmy right, across the chasm, to find the Small Medikit on a ledge below. Press A to jump and grab onto the overhang again. Shimmy left along the ledge to return to where you began.



SUMMIT DOORWAY

Climb to the top of the snowy Swiss mountain to reach the entrance to a temple. You will not encounter any enemies outside the temple, so concentrate on honing your movement and gunplay skills. Search the area and pick up the few Medikits you find.

LOCATE ALL THE SWITCHES IN THE TEMPLE



SEEK OUT SWITCHES

Inside the temple you must find switches built into the stone walls. To activate a switch, walk up to it and press B. Hit every switch—some switches will open doors to hidden Medikits and ammo, and others will lead to the exit or disarm deadly traps.



DETOUR FINDINGS

You'll need to search off the beaten path for many of the temple's helpful items. Climb and jump over every obstacle to find all the secrets. There is a Medikit stash hidden in the temple's lower-right wing. Flip any switches you find on your journey.

FIND & PLACE THE DECORATIVE BATTLE AXE



SWITCH TRIO

There are three important switches in the area displayed on the right. The first switch opens a door, and the second lowers spikes along a narrow path near the guard room. Activate the third switch in the lower-right corner to access the area outside the Decorative Battle Axe chamber.

MEDIKIT
DECORATIVE BATTLE AXE

TWO SWITCHES OPEN THE AXE'S CHAMBER




You'll need to flip two more switches to open the door to the room containing the Decorative Battle Axe. The switches are on the left and right sides of the center chamber. Once you have the axe, return to the main chamber and climb up to the guard room. Watch out for the hungry wolves lurking inside.

PLACE THE AXE

Defeat the five bloodthirsty wolves in the guard's room, then approach the guard statue directly left of the door. Select the Decorative Battle Axe from your inventory and place it in the guard's empty hands to make the center door open. Pass through the door to enter the temple's next area.

EXIT THE TEMPLE & ASCEND TO THE KING'S TOMB

ONLY THE SWIFT WILL ESCAPE




Grab the Small Medikit before pulling the lever below it. The lever starts a timer. Activate the lever and quickly pull yourself up the ledge. Run to the ladder, climb it and go through the door to escape to the mountains. You have to be quick to reach the door at the top of the ladder before time runs out.

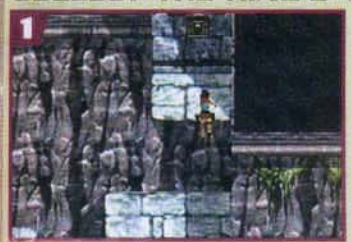
VARGSTIGEN—THE PATH OF THE WOLF




Leap across the snowy crags as you approach the king's tomb. A few savage wolves will try to hinder your advance into the temple's deepest areas, but they're no match for Lara's quick reflexes. Enter the door at the top of the outside area to return inside.

THE KING'S ITEMS ARE THE KEY TO HIS TOMB

COLLECT THE KING'S THREE ANCIENT ITEMS




Venture through the first tomb area and into the the next. Be careful gathering items—some traps will reset once you pick up the treasures. Continue until you find the king's scales, shield sword.



PLACE THE ITEMS

After you've collected King Heort's Libra, shield and sword, enter his burial chamber. Inside, place the three items on the pedestal in the back of the room. The tablet in the room's upper-left corner contains a clue about how to place the items. Hit the switch after you place them.

KING'S ITEMS
MEDIKIT



BLACK WIZARD BATTLE NP

After you place the king's items correctly, a black wizard will appear and raise two skeletal soldiers. Defeat the skeletal foes first—once you've taken them out, the black wizard will materialize again to finish you off himself. Watch out for his two magic attacks and keep moving! Use Medikits to replenish any health you lose.

Second Destination: Angkor Wat Temple, Cambodia

Her interest piqued even more by the new taste of danger, Lara travels into Cambodia's lush jungles. New traps and enemies await, inside the vine-covered and long-forgotten temple. Lara's foes are but a few steps ahead—not far enough to evade her.

TOUGHER ENEMIES & PUZZLES



HIT SOME SWITCHES

The second temple on Lara's agenda is deep in Cambodia's jungles. The temple's enemies and puzzles are tougher than Lara's last encounters. The wolves, for example, are faster than the ones in the first temple and take one more shot to put down.

FIND & PLACE THE IDOLS

PLACE THE IDOLS CORRECTLY TO PASS




After you locate the Heavenly Goddess and Hell God idols, you must place them on the correct pedestals to solve pillar puzzles. The Hell God idol lowers pillars, and the Heaven Goddess idol raises them. After you use an idol, retrieve it before moving on—you'll need the idols again.



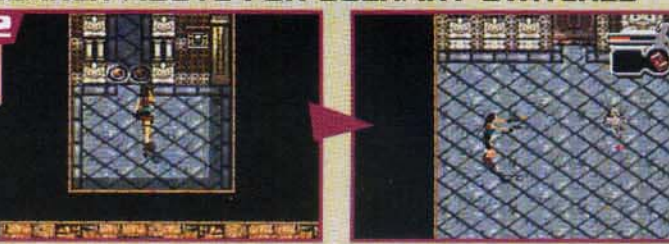
TREAD DEEPER INTO THE PALACE IN SEARCH OF THE STONES

FROM THE TERRACE TO THE TEMPLE




Exit the temple to appear outside on a lofty terrace. Walk along the terrace and jump across the gaps as you approach the next indoor temple area. Run and jump by pressing L, the Control Pad and B to cross especially large gaps between pillars. Defeat any wolves and soldiers in your way.

SEARCH ABOVE FOR SOLITARY SWITCHES



The temple's timed doors and traps will push Lara's speed and reflexes to their limit. When you flip a switch and the timer begins ticking, sprint by pressing L to make it through the door in time. Watch out for the undead soldier wielding throwing axes near the exit.

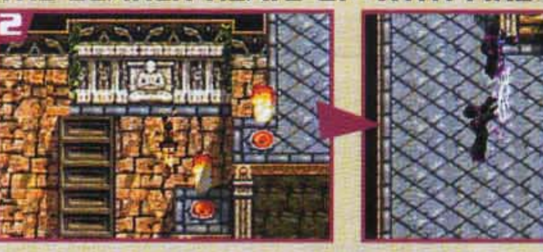
FACE WIZARDS, USE IDOLS AND BACKTRACK FOR SWITCHES

RETRACE YOUR STEPS TO ADVANCE




The next temple area is riddled with traps, switches and enemies. You'll need to do a lot of backtracking to reach switches that will open new doors and disarm traps. Pay close attention to your location, or you'll get lost in the labyrinthine halls.

THE SEARCH HEATS UP WITH FIRE & MAGIC

Time your climbing to avoid firespouts that shoot up from the temple floor in various places. A pair of black wizards await at the top of your climb. Until you destroy the two wizards, their necromancy will raise undead soldiers you've slain in the area.



THE FINAL SWITCHES

The switches that will open the door to the next area take a bit of planning to reach. After you defeat the wizards, retrace your steps to locate the final switch on a high platform. Watch where doors open and traps are disabled to keep your bearings.

IDOL KEYS

The Hell God and Heavenly Goddess idols are the keys to making it past the next area. Observe your surroundings and plan your moves to figure out which idol you'll need to place where. You must use the idols to raise and lower the pillars to the correct positions for Lara to continue.

GRAB THE BLACK STONE & DEFEAT THE WIZARDS



FIERCE FIGHTING

Lara appears atop the temple, only to be surprised by three black wizards as she snatches up the black stone. Keep moving to dodge their dark magic, and focus your attacks on one wizard at a time. Watch where you jump—one wrong step could send you to your doom.



USE THE IDOLS & TIME THE SPIKES




Use the Hell God idol again to lower the pillar on the idol pedestal's right. Jump onto the lowered pillar and hit the first switch. Stand near the spiked area and wait for the spikes to retract into the floor. Quickly step up and press B to hit the switch. Move out of the way before the spikes pop back up.

UZIS—FASTER FIREPOWER WITH A BANG




The next idol pedestal calls for the Heavenly Goddess idol. Place the idol and hit the switch to raise the platform. Retrieve the Heavenly Goddess idol and use the raised platform to reach your new weapons—the Uzis. Walk through the door near the Uzis to approach the exit.

RED WIZARD BATTLE

The red wizard is more powerful than black wizards, but the same tactics work. Defeat the fire-breathing wolf first, then focus your Uzi attacks on the red wizard. Jump forward when the wizard throws a fireball to avoid it. Defeat the red wizard for the red stone.

Third Destination: Roman Ruins, Italy

With the red and black stones in her possession, Lara embarks upon her treacherous quest for the third and final stone. A new sense of urgency fills Lara, for she knows if the Teg-Du-Bhorez obtain all three stones, they'll fulfill a dark prophecy of revival.

EXPLORE THE ROMAN RUINS ON A DESOLATE ISLE



INTO THE FRAY

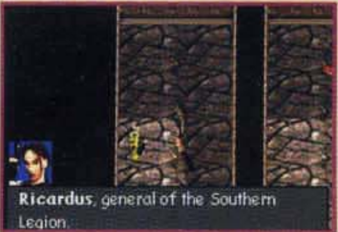
The hunt for the final stone heats up in the Roman Ruins. Mobs of black wolves, undead soldiers and wizards will try to keep Lara from possessing the final stone. Black wolves attack in packs and near wizards, so be on your toes. The last stone won't be easy to grab from the wizards.



SAME OLD SWITCHES

Within the crumbling Roman Ruins lies a maze of narrow paths, switches and traps. Lara again needs to search for switches and levers to disarm traps and opens doors. In the Roman Ruins, the stakes are higher than ever and the traps more numerous and deadly.

FOUR ROMAN-GENERAL STATUES





In the ruins, you'll need to find four statues of famous Roman generals. Remember which region of the Roman empire they came from—north, south, east or west. You'll need to place the statues accordingly in a puzzle room. Outside, take a leap of faith and run across an invisible bridge to continue.

BATTLE THE TEG-DU-BHOREZ BROTHERHOOD





After Lara snaps up the white stone, she'll finally face four members of the mysterious Teg-Du-Bhorez Brotherhood in a four-on-one brawl. When the cut scene ends, immediately jump up and dash right. Focus Uzi attacks on one wizard at a time and keep moving. Use Medikits to heal.

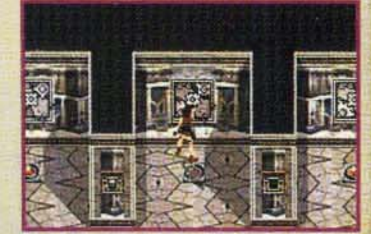
Final Destination: Teg-Du-Bhorez Headquarters

The Teg-Du-Bhorez will hunt Lara as long as she holds the three stones, but Lara will not allow the Third Revival of the Great Grey One. Lara accepts her fate as vanquisher of the ancient prophecy and enters the Teg-Du-Bhorez headquarters to finish what she started.

TEG-DU-BHOREZ HEADQUARTERS—THE FINAL STAND

FRIGHTENING FOES & STRANGE MACHINERY





Wraithlike shadow demons guard the outer terrace and halls of the Teg-Du-Bhorez headquarters. They look more dangerous than they are; Lara can take them out with a few well-aimed shots. Lara will need to scour every corner of the headquarters for a few missing gears to open the way to her final foe.

BATTLE THE GREAT GREY ONE



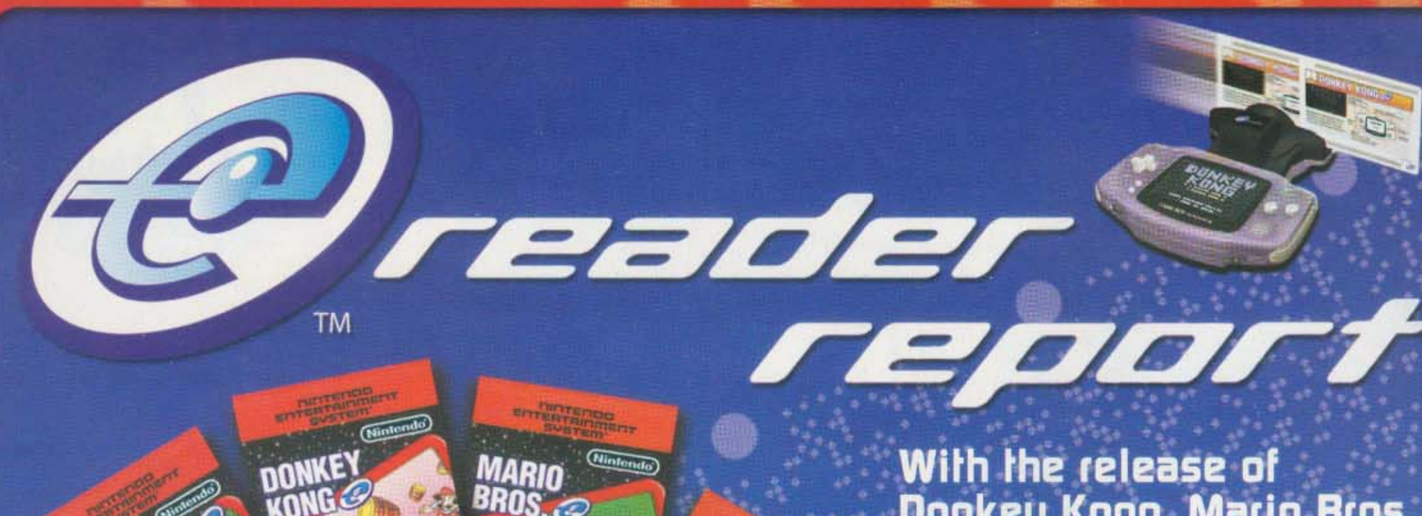


Drop the three stones in their proper places to render the Great Grey One vulnerable to your shots. Whip out your Golden Gun ammo and get shots in when possible. Avoid the Great Grey One's minions when it pauses to recover. Jump to dodge the Great Grey One's attacks.



ANCIENT PROPHECY FOILED

Content with her victory, Lara returns to her mansion for a little rest and relaxation—there's nothing a good cup of tea can't soothe. The Tome of Ezekiel rests on a shelf in her library, along with countless other dusty books. Another mystery solved by the great tomb raider, Lara Croft.



With the release of Donkey Kong, Mario Bros. and three other classics, the e-Reader card collection is growing by leaps and bounds. Check out our winning strategies and news about a new e-Reader-compatible board game!

PARTY STARTER

The series that inspired the party game genre is spinning off into a fun and competitive card and board game for two to five players. Mario Party-e draws from the Pokémon card game and the Mario Party video games to create a new kind of gaming experience. Participants play cards from a 64-card deck on a playmat and compete for coins. Several cards feature dot codes for e-Reader minigames that contribute to the chaos. The Mario Party-e set will be out in February.

Cast Away, Mario!



One of the Mario Party-e minigames challenges you to cast a Magic Hand from a fishing boat and collect the creature that Peach calls out. If you pull up the wrong creature, or if you come up empty-handed, you'll lose the chance to move ahead of your competition.

Mario's Mallet



Goombas pop out of a pipe and make a beeline for Princess Peach. It's up to you to swing a massive mallet and smash the enemies before they scramble. If you manage to flatten all of the foes and refrain from hitting Luigi when he pops up, you'll win the challenge.

Wario's Bluff



When Wario gets behind the wheel, all bets are off. As the risky rider approaches the edge of a cliff, you must hit the brakes before he runs out of ground. The player who stops closest to the edge of the bluff without going over wins a coin collection.

DONKEY KONG



©1981-2002 Nintendo



Mario is known as Jumpman in the original Donkey Kong. He got the nickname because jumping is what he did best. As you guide the mustachioed hero through the game's three levels, you must save Pauline from the hands of the giant ape and collect some of her lost items along the way.

GENERAL TIPS

Countdown Bonus



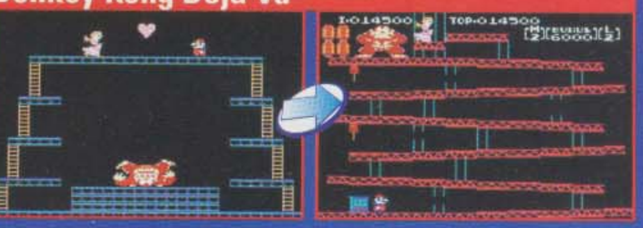
The level bonus starts at 5,000 points. It shrinks by 100 points about every two seconds. The sooner you reach the goal, the bigger the bonus you will collect.

Hop to It



As time goes on, barrels fill the ramps in Stage 1 and fireballs blaze onto the scene in Stage 3. The best way to ensure success is to rush to the goal.

Donkey Kong Déjà Vu



After you complete all three stages, sending Donkey Kong to his doom, you'll start all over in Stage 1. The initial bonus tally will increase to 6,000 points and the level counter, next to the bonus point total, will indicate that you have reached Level 2. As the levels increase, so does the game's difficulty.

STAGE 1

Bound over Barrels



The object of the first stage is to climb to the top of a series of girders while DK rolls barrels down the slopes. You'll earn 100 points for every barrel that you jump. If two barrels approach with less than a barrel-width between them, leap over both of them with a running jump. If they're farther apart, perform two standing jumps.

Wait, Then Run



Barrels can roll down slopes and ladders. As you're approaching a ladder, watch for barrels on the slope above and wait for them to pass or drop before you continue.

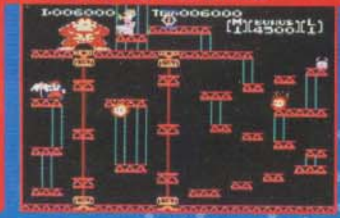
Hammer Slam



You'll swing the hammer for several seconds after you grab it. Run to the top of the slope, then turn to break barrels on the upper slope and the ladder.

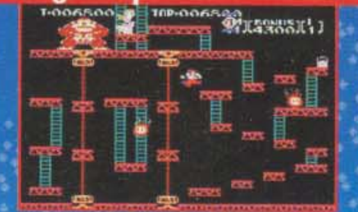
STAGE 2

Collection Bonus



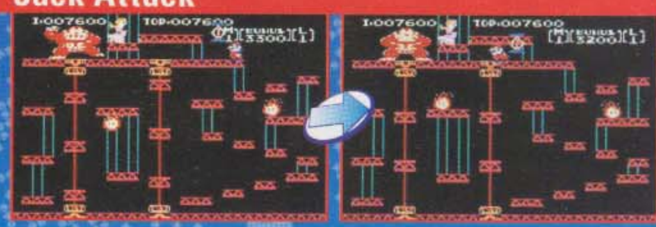
Pauline has dropped two of her prized possessions. You'll earn 800 points for collecting each of them. If your total tops 20,000 points, you'll earn an extra life.

High Hop



You can take a shortcut through the upper section of Stage 2 by jumping from the elevator to the platform that hovers over the zigzag series of platforms.

Jack Attack



When you reach DK's level, the last challenge that you'll face is the bouncing jack. The jack will jump over you as you wait at the top of the ladder. As soon as it passes you, run to the left and climb up the ladder. If you don't think you'll be able to make it in time, run past the ladder and let the next jack fly over your head.

STAGE 3

Building Breaker



DK waits at the top of a bolted girder assembly in Stage 3. The object is to break every bolt and send the monkey to the ground, along with the structure.

Hot Pursuit

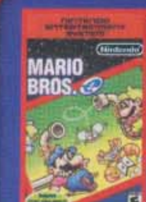


Fireballs are larger and less predictable than barrels. If you try to jump over a fireball, you'll probably land in the flame. Stay clear of the hopping hot stuff.

Fight the Flames



The only way to clear away the fireballs is to hit them with the hammers. Approach the upper hammer from below, grab it and stay in the middle of the structure. You'll be able to hit fireballs that come from the ladder below you and from both sides.



MARIO BROS.







The man with the blue suspenders continues to hone his jumping skills and shows his penchant for plumbing. When turtles, crabs and Fighter Flies pop out of the pipes, you must deal with them before they spread.

Punch for Points



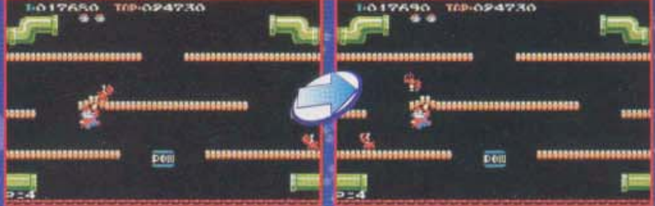
You can earn bonus points by grabbing coins. If a coin is above you, hit the ceiling to collect it.

Pop and Move



A well-placed punch will make an enemy fly forward and drop to your level for a quick kick.

King Crab Double Punch



You must hit crabs twice to knock them out. The first time you punch a crab, hit it so that it falls back. It'll pause, then start moving again. The second time you hit it, make it fly forward and fall at your feet.

POW Power



The POW block shakes every surface. Wait for Fighter Flies to land before you hit it.

Big Bonus



To save time, perform a single jump and grab bonus level coins that float close to each other.

Turtle Turn



If you're waiting for an enemy, be aware that it will turn when it collides with other enemies.

Enemy Alert



Beware! If a creature makes it to an exit pipe, a swirling entity will appear at your current level.

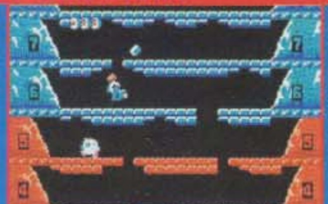
ICE CLIMBER





Superstar spelunker Popo attempts to scale dangerous peaks in 32 levels of mountain-climbing mayhem. As you guide Popo to the summit, you'll use an Ice Hammer to break blocks and defeat enemies, then hop to the top.

Quick Break



You can break through thin sections with one hop. Thick sections require four hops.

Hammer Up



If you want to pick a Nitpicker out of the sky, jump straight up and into the flying fiend.

Cloud Control



If you need to break through a ceiling from a moving cloud, start at the front of the cloud and work your way to the back as you jump, concentrating your efforts on one spot in the ceiling.

Go with the Flow



Your midair lateral movement is restricted. If you're on a moving cloud, try to line up your leap so that you are moving in the same direction as the cloud.

Icicle Watch



Icicles form on the floors above you. Run out from under them before they fall.

Bonus Blast



The timing is tight in bonus stages. You'll have to take risks to reach the condor at the top.

URBAN CHAMPION



EVERYONE E Mild Violence

The object of Urban Champion is to win a turf war by punching your opponent into the next block. Move forward, hit with force and never give up. Once you make your opponent cross the street three times, you'll win.

On the Edge



When your opponent is one step away from elimination, use jabs to send him to the next block.

Cornered



When your opponent has you cornered, try to regain some ground with quick jabs.

Flower Pow



As soon as the neighbor pops out of the window, try to position the battle so that your opponent is the one who gets clocked by a falling flower pot.



Mix It Up

Use the A and B Button punches in combination and keep your opponent guessing.

Cop Out

If the timer ticks to zero, the cops will haul away the brawler who's closer to his corner.

Beat the Rap



If the authorities show up before time runs out, you and your opponent will return to your respective sides of the block. As soon as the police car leaves the scene, move quickly to the center.

BASEBALL







Throw, catch and hit the ball for nine innings of fun in a simplified version of America's pastime. Nintendo's Baseball has all of the basics—fast pitches, big swings, double plays and base stealing. Play ball!

HITTING

Strong Stance



If you stay back in the batter's box, you'll have time to determine if the pitch is in the zone.

Run, Don't Walk



When the pitcher is behind in the count, watch for a fast pitch down the middle.

Hit and Run



When you have runners on base and the count is in your favor, send the runners on the pitch.

Extra Bases



If you want a runner to take more than one base, you must send him with the B Button.

PITCHING

Crafty Throw



You can control the movement of the pitch while it is in the air. Try throwing an outside pitch that slides into the corner of the zone. The batter probably won't swing, and you'll earn a strike.

Pitch Around



There's no need to go for a quick K. If you're ahead in the count, throw outside of the zone.

Play at the Plate

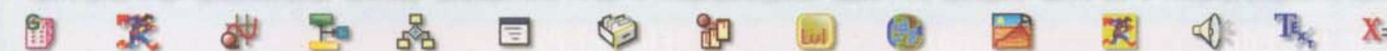


The outfielders have strong arms. Never pass up an opportunity to try to throw a runner out.

Untitled - FunEditor
Project Resources Code View Help

FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN



Program Progress

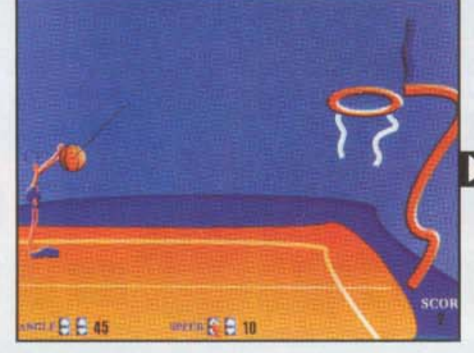
Basketball Basics

FUN with Physics

The most recent addition to Project FUN's Game Factory is FUN Basket, a simplified hoops sim. The game challenges the player to throw a basketball through a basketball hoop after setting the angle and speed of the toss. It's the first Game Factory project to use a realistic physics model and take gravity's effects into account. As you advance through the sessions, you'll add elements that will make the game fun to play and watch as the ball bounces off the backboard and through the hoop.

Beginner Sessions

The first set of sessions introduces the game's main elements. You'll start by placing the ball and the player on the map, then you'll add elements that allow the player to set the angle and ball speed. Next, you'll add a scoring system with two-point increments. In the final steps of the Beginner sessions you will add a vector line that plots the ball's trajectory and calculations that determine the player's shooting percentage after a complete hoops session.



Set Up
After you've completed the Beginner sessions, you'll have the makings of a finished game. Use the cursor to set the ball's angle and speed.

Let Go
Press the space bar to toss the ball toward the basket. After bouncing off the backboard and around the rim, it may just fall through the hoop.

Advanced Sessions

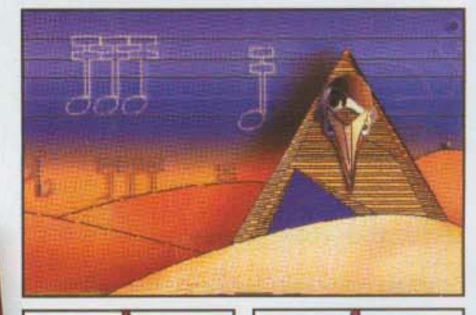
As you follow the advanced sessions' steps, you'll add a second level which introduces a basketball obstacle that floats back and forth over the hoop, and additional levels that incorporate a timer. You'll also change the way the angle, speed and score are displayed.

Expert Sessions

The Expert sessions will show you how to add even more levels, a main menu, credits and a game play demo. You will also add a second player, making the game an alternating two-player competition—sort of like HORSE without the spelling.

Assets Available

Many Project FUN members—even those who aren't artistically inclined—are making their own games. You can get a head start on your own project by downloading assets (available to all Project FUN members) from the Project FUN website. Available assets include backgrounds, sound effects and animation sets that depict everything from aliens to explosions. Check them out!













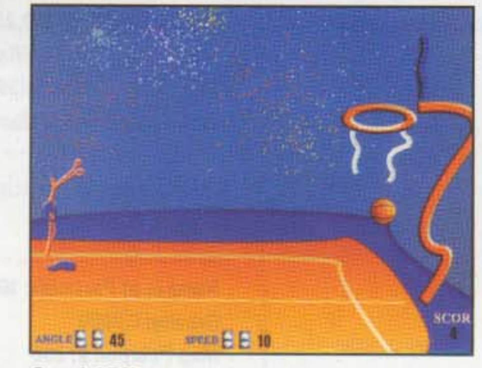
FUN Facts www.projectfun.digipen.edu

- The DigiPen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games on personal computers.
- Nintendo Power subscribers can join Project FUN at a rate of $15 U.S. for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.

Bells & Whistles

Basket Bonuses

Once you've completed the Beginner sessions, you can add to your project by following our Bells & Whistles steps. One addition introduces a fireworks display to the game by using particle effects. It's a stunning change that will give the game a polished look. We'll also show you how to make the ball return to the player more quickly with an easy one-line code change.



Special Effects
Our main Bells & Whistles tip adds fireworks as a reward for every score.



Happy Returns
If you're in a hurry to get the ball back, you can make the program return the ball after one bounce.

Particle Plan

Step 1—Create an Animation Frame

Our first Bells & Whistles addition will show you how to develop a particle-effect explosion every time the ball falls through the hoop. Your first step is to make a particle. Create a new image in your paint program, setting the size to five pixels by five pixels. Fill the image with red pixels, leaving one pixel in each corner white. Save the file as redspot.bmp and place it in the project's Art Assets folder along with the other art files that support Actors.

Step 2—Add an Actor

Create a new Actor called REDSPOT and give it an animation set with the same name. Add the redspot.bmp image to the animation set, then save it and close it.

Step 3—Create a Sprite

The next step is to create a sprite that represents the new particle. Right-click the Sprites node under the Level__1 branch and add a sprite with the following properties:

GENERAL	ANIMATION
Name: redSpot	Actor: REDSPOT
Map: basketField	Initial Animation: REDSPOT
Visible: uncheck	Initial Frame: RedSpot
Unused: check	
	COLLISION
DISPLACEMENT	Precise Collision: select
SpeedX: 3	
SpeedY: 3	POSITION
Vector Direction X: 0	Position X: 240
Vector Direction Y: -1	Position Y: 690

Step 4—Add a Variable

Right-click the Variables node under the Level__1 branch of the project tree and add a variable with the following properties:

Name: delayParticles
Type: Number
Initial Value: 0

Step 5—Create a Particle System

You'll use the redSpot sprite in a series of particle systems. Right-click the Particle Systems node in Level 1 and add a particle system with the following properties:

Name: ParticleSystem1
Unused: check
Number of Particles: 250
Gravity: 0.0050
Belongs To: basketField
Map Position X: 420
Map Position Y: 320

Then enter the following code in the OnStart area:

```
This->Size(1+RandInt(2));
This->Color(RGB(255,255,255), RGB(255,255,255));
This->MaximumAge(RandInt(60)+30);
This->Angle(RandFlt(360));
This->Velocity(0.1f+RandFlt(1.5));
```

Particle System - New

General
Name: ParticleSystem1 ☑ Unused
Number of Particles: 250 Gravity: 0.0050
Map
Belongs To: basketField
Map Position: X: 420 Y: 320
Shortcuts: 1 2 3 4 5 6 7 8 9 10

```
This->Size(1 + RandInt(2));
This->Color(RGB(255,255,255),RGB(255,255,255));
This->MaximumAge(RandInt(60) + 30);
This->Angle(RandFlt(360));
This->Velocity(0.1f + RandFlt(1.5));
```

OnStart OnUpdate
OK Cancel Apply Help...

Step 6—Create Particle System Copies

The particle system that you have created will serve as a model for six more particle systems. Right-click the ParticleSystem1 node, insert a copy, call it ParticleSystem2 and change its properties to:

```
Number of Particles: 200
Gravity: 0.0000
Map Position X: 90
Map Position Y: 370
```

ParticleSystem2's OnStart code should read:

```
This->Size(1+RandInt(2));
This->Color(RGB(255,0,0), RGB(255,0,0));
This->MaximumAge(RandInt(70)+40);
This->Angle(RandFlt(360));
This->Velocity(0.1f+RandFlt(1));
```

Make a copy of ParticleSystem2, call it ParticleSystem3 and change its properties to:

```
Number of Particles: 220
Gravity: 0.0000
Map Position X: 330
Map Position Y: 350
```

ParticleSystem3's OnStart code should read:

```
This->Size(1+RandInt(2));
This->Color(RGB(255,0,0), RGB(255,0,0));
This->MaximumAge(RandInt(60)+45);
This->Angle(RandFlt(360));
This->Velocity(0.1f+RandFlt(1.5));
```

Next, copy ParticleSystem3, call the copy ParticleSystem4 and change its properties to:

```
Number of Particles: 250
Gravity: 0.0000
Map Position X: 200
Map Position Y: 280
```

ParticleSystem4's OnStart code should read:

```
This->Size(1+RandInt(2));
This->Color(RGB(255,255,255), RGB(255,255,255));
This->MaximumAge(RandInt(50)+50);
This->Angle(RandFlt(360));
This->Velocity(0.1f+RandFlt(1.2));
```

Copy ParticleSystem4, name the copy ParticleSystem5 and change its properties to:

```
Number of Particles: 150
Gravity: 0.0000
Map Position X: 380
Map Position Y: 400
```

ParticleSystem5's OnStart code should read:

```
This->Size(1+RandInt(2));
This->Color(RGB(250,250,0), RGB(250,250,0));
This->MaximumAge(RandInt(60)+30);
This->Angle(RandFlt(360));
This->Velocity(0.1f+RandFlt(1.3));
```

Make a copy of ParticleSystem5 called ParticleSystem6 and change its properties to:

```
Number of Particles: 160
Gravity: 0.0000
Map Position X: 250
Map Position Y: 330
```

ParticleSystem6's OnStart code should read:

```
This->Size(1+RandInt(2));
This->Color(RGB(250,250,0), RGB(250,250,0));
This->MaximumAge(RandInt(80)+30);
This->Angle(RandFlt(360));
This->Velocity(0.1f+RandFlt(1));
```

Your last particle system will be a copy of ParticleSystem6 called ParticleSystem7. It will have the following properties:

```
Number of Particles: 200
Gravity: 0.0000
Map Position X: 100
Map Position Y: 270
```

ParticleSystem7's OnStart code should read:

```
This->Size(1+RandInt(2));
This->Color(RGB(100,250,250), RGB(100,250,250));
This->MaximumAge(RandInt(80)+40);
This->Angle(RandFlt(360));
This->Velocity(0.1f+RandFlt(1.2));
```

Step 7—Create a State Machine

Create a state machine called FireWorksSM, select it to be used by sprites and drop in eight states. Call the first state idle and give it the following Initial Actions code:

```
VariablePTR delay("delayParticles");
delay->Value=0;
```

The FireWorksSM state machine will set off seven fireworks blasts. You'll start by creating the state and adding code to the idle state.

Open the next state, call it Fireworks1 and enter the following Initial Actions code:

```
This->Visible(false);
This->VectorDirection(0,0);
ParticleSystem * FireWorks = NULL;
FireWorks = ParticleSystem::Search("ParticleSystem1");
if(FireWorks) {
    ParticleSystem * newParticleSystem = NULL;
    newParticleSystem = FireWorks->CreateParticleSystem();
    if(newParticleSystem)
        newParticleSystem->Unused(false);
}
```

Then add the following Actions code:

```
VariablePTR delay("delayParticles");
delay->Value++;
```

Name the next state Fireworks2, copy over the code from Fireworks1 and change the first two lines of the Initial Actions to:

```
VariablePTR delay("delayParticles");
delay->Value=0;
```

Also, change the reference to ParticleSystem1 in the fourth line of code so it refers to ParticleSystem2 instead. Then copy the code in the ParticleSystem2 state to the next four states, calling the states Fireworks3, Fireworks4, Fireworks5 and Fireworks6. Change the ParticleSystem2 reference in each state to match the number in the state's name. Then copy the Initial Actions code to the final state, but delete the first two lines. Call the state Fireworks7, and change the ParticleSystem2 reference so it refers to ParticleSystem7.

Step 8—Connect the States

Make an edge from the idle state to the Fireworks1 state. Then make an edge from Fireworks1 to Fireworks2 and keep connecting the states until they make a long chain. Open the first edge and change its Conditions code to:

```
return This->WorldPositionY()<550;
```

Then change the Conditions code in the edge that connects Fireworks1 and Fireworks2 to:

```
VariablePTR delay("delayParticles");
return delay->Value>=8;
```

Copy the code to the other edges, then change the last number in each one to 5, 9, 6, 7 and 4 respectively. Save and close the state machine.

Step 9—Assign Behavior

Open the redSpot sprite and assign the FireworksSM state machine to its behavior property.

Step 10—Change the ScoreFN Function

Once you've added the fireworks, all you have to do is modify the ScoreFN function so it will trigger the fireworks when the ball goes through the hoop. Open the function and add the following code to the end:

```
//getting an instance of the redSpot sprite
SpritePTR mainSprite("redSpot");
//Creating a copy of the existing sprite
Sprite *s=mainSprite->CreateSprite();
//rename the newly created sprite to activeRedSpot
s->Name("activeRedSpot");
//make the activeRedSpot sprite used
s->Unused(false);
```



Once you've got the fireworks in place, you can celebrate every score with a lot of fanfare.

Quick Return

Step 1—Modify the PlayerSM State Machine

The initial version of the game requires that the ball bounce more than five times before the player can get it back and shoot again. In the PlayerSM state machine, open the edge that points from the Shoot state to the Return state and change the last line from:

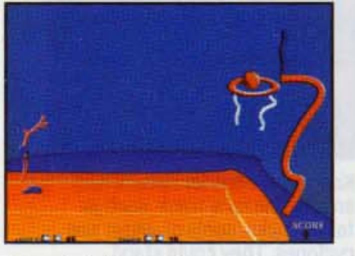
```
return (pKeyboard->IsTriggered(DIK_SPACE) and bounce->Value>5;
```

to:

```
return (pKeyboard->IsTriggered(DIK_SPACE) and bounce->Value>0;
```

Step 2—Save, Compile and Run

Play the game. As soon as the ball bounces once, you'll be able to get the ball back with a tap of the space bar.





Toss the ball, wait for it to bounce on the court once, then press the space bar. You'll get the ball back for another try.

LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE



BUTT-UGLY MARTIANS: ZOOM OR DOOM!





In a game based on the *Butt-Ugly Martians* animated TV show, teenage martians B.Bop-A-Luna, 2-T-Fru-T and Do-Wah-Diddy and friends crash-land on the GCN. With its upbeat music, bright graphics and humorous story line, the new title by Vivendi Universal Games is fun for all ages of earthlings and martians alike. Choose your favorite BUM (Butt-Ugly Martian) character, hop on your racer and morph into BKM (Butt-Kicking Mode)!



POWER PLAY

When you win a normal race, you unlock a bonus drag race. The bonus race lets you compete against three opponents. If you win the drag race, you'll be awarded a power-up item that you'll start the next race with.



Collect the blue gems along the race tracks to earn weapons and other power-ups. Items will give you the edge you need to zoom past the competition and win.



Keep an eye out for natural hazards on the race track, such as falling rocks, pools of water and cyclones. They could stand between you and sweet victory.



Look for food items along the tracks. When you collect enough food, your power meter will charge to full so you can change into BKM and speed to the finish.



Enjoy the fun with up to three of your friends in a split-screen multiplayer race. Go head-to-head in a Quick Race or test your martian racer skills in a Vs. Battle.

EVOLUTION SKATEBOARDING







Evolution Skateboarding, Konami's newest skateboarding title for the GCN, features unique stages, a plethora of customization options and realistic statistics for some of the most famous names in professional skateboarding, from Colin McKay to Mark Appleyard. Your stages and mission objectives change with each skater.



In Trial Mode, test your skills in Vert Ramp or Skate Park events and earn big points for your tricks. You can reap the most points when you pull off particularly difficult tricks correctly.



Arcade Mode has mission-based levels that give you several objectives to complete in a set amount of time. You must complete all objectives in one area to continue to the next.



POWER PLAY

Complete objectives in Arcade Mode to unlock a ton of extras. You can customize your own deck with realistic board stickers and sponsor names.



No one can pick up a board and be a pro right off the bat—it takes practice. Check out Practice Mode and run through the tutorial to learn how to land the big tricks.



Challenge Mode offers single-objective levels that vary in difficulty. Perform each task within the time limit to unlock upgrades. If you master one, try the next.



Show off your smooth board moves by competing with a friend in Vs. Mode. You can go head-to-head in a Score contest or a Ring contest.



MEN IN BLACK II: ALIEN ESCAPE





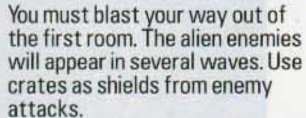




MIB II flies from the silver screen onto your TV in Infogrames's new GCN title, MIB II: Alien Escape. Take to the streets as agent Jay or agent Kay and battle hostile alien forces with an arsenal of high-tech weapons. Scour each detailed area and complete your confidential missions.



You must blast your way out of the first room. The alien enemies will appear in several waves. Use crates as shields from enemy attacks.





You'll find a few weapons to use against the alien enemies—some work better in certain situations than others. Switch weapons by pressing Y.



Search for the Worm Guys in each stage. If you save them, the Worm Guys will raise your points and unlock classified info. Be careful not to shoot them.



POWER PLAY

If you get into a tight spot where you're surrounded by enemies, press the Z Button to emit an attack that will wipe out all aliens around you.



Battle through each level, completing objectives. Collect every extra item you can—especially the life-replenishing orange ones—to stay alive. Also look for new weapons.



Throughout the game, you can unlock classified information on alien species, weapon info and other fun facts. You can access the Classified section from the main menu.

MONSTER JAM: MAXIMUM DESTRUCTION





There's nothing like the sheer thrill of controlling a rumbling, roaring monster truck. In Ubi Soft's Monster Jam: Maximum Destruction for the GCN, you can race and build up a monster truck from the safety of your home. Participate in normal races, destruction challenges and a handful of minigames. You can also customize your monster truck in the garage to beef up its stats, then show it off to your friends in multiplayer mode.



POWER PLAY

Power-ups are scattered throughout each stage. They're usually out in the open, but sometimes they're in crates or other objects. You'll have to grab power-ups before your enemies do if you want to survive the destruction.

Grab a friend and jump into the monster-truck action together in the split-screen two-player mode. Collect money, rack up points and try to stay in one piece.



The different racing modes pit you against three other monster trucks for a few laps around the stadium. Choose your favorite monster truck and show them what you've got!



Take a break from the mayhem with six fun monster-truck minigames. The games range from a Canyon Race to the Lava Island, where you compete to be the last truck standing.



Rack up points and power-ups in Season Mode by smashing the environment and anything else in your way. Watch out for enemy trucks, or they'll put you out of commission.



As you smash your way to the top, visit the garage to spend your earnings. You can repair your truck and add powerful upgrades to boost your truck's performance.



STREET HOOPS





Activision's Street Hoops for the Nintendo GameCube captures street basketball's raw spirit. The options for character growth and customization are immense; the game features a create-a-baller mode, adjustable attributes, a tattoo parlor, a barber shop and more than a dozen courts around the globe to unlock. There are also groovy unlockable videos.



Travel the globe playing street basketball with the home teams of each area you visit in World Tournament Mode. Beat each home-court team to unlock players and courts and win money.



In Lord of the Court Mode, you take on one team after another on a single court. If you can beat every team that challenges you, you'll be declared Lord of the Court.



POWER PLAY

Have fun with your hard-earned cash. Check out the pawn shop, tattoo parlor and barber shop to express your individuality and hit the courts in style.



Hone your skills with a quick game in Full-Court Pickup Mode. Practice your moves and learn some new tricks before taking on the big boys for cash.



Take on your friends in a multiplayer pickup game. Select the Half-Court Pickup game and choose to play 3-on-3, 2-on-2 or 1-on-1.

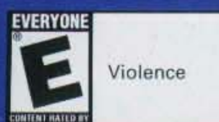


Create your own ballers and add to their attributes with money you earn. You can change their body types, court positions and many other characteristics.



GODZILLA DOMINATION!





Monsters are on the loose and in a battle for world domination! Only the strongest, most powerful monster will reign supreme in Infogrames's Godzilla Domination! for the GBA. Play through Story Mode and save the world from destruction, or fight tooth and claw with up to three of your friends. Smash, stomp and slam your way to the top—may the best monster win!



POWER PLAY

Take out Mecha-King Ghidora to save Earth from total destruction! Hit the huge monster once, then aim for the power source in its chest—it's the beast's weak spot. Dodge fire and head attacks.



Choose your favorite monster and battle through each level. The levels and opponents get tougher as you go, and sometimes you'll face multiple monsters at once. Stay alive to continue to the next level.



Each stage of Godzilla Domination! is fashioned after a different real city. The metropolis areas are beautiful, with realistic landmarks and natural environments unique to each.



In some battles you will have a teammate to help you fight. In others, you will battle alone against two or three monsters. Corner your enemies and give them a blast of your energy breath!



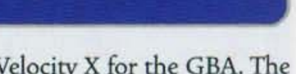
If you do well in a normal battle, you may open a bonus stage. Rack up points and power-ups in the bonus stages to help annihilate your enemies.



Create custom battles for you and up to three friends. Arrange teams for a tag-team monster battle, or send everyone in for a free-for-all monster melee.



HOT WHEELS: VELOCITY X







Collect and race all your favorite Hot Wheels in THQ's Hot Wheels: Velocity X for the GBA. The evil MetaCog and his gang bosses have stolen the Hot Wheels from the Hot Wheels HQ in Story Mode. Gear Head (your character) must retrieve the stolen Hot Wheels by winning races and completing objectives. For a change of pace, try out Race Mode and Challenge Mode.



POWER PLAY

Anywhere you find ramps along a race track, you can perform tricks. If you pull off a trick, energy will be added to your energy reserves. It's especially helpful when racing against enemies who are attacking you.



Play through Story Mode as Gear Head to win the stolen Hot Wheels. Race against your enemies and complete small objectives to unlock new Hot Wheels and retrieve the stolen cars.



You'll find a lot of useful power-ups on each race track. Some will boost your character, and others will thwart your opponents with harmful effects. Learn when to use your items—you'll be unbeatable!



In Story Mode, you occasionally need to complete tasks ranging from controlling a fire truck to put out fires to collecting drums of explosive material and returning them to the Hot Wheels HQ.

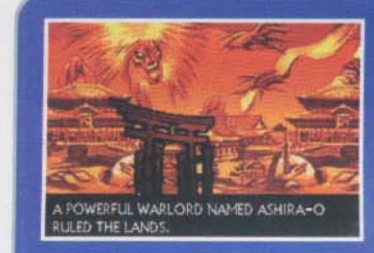


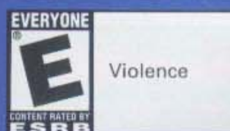
You can unlock a number of items in Story Mode. If you're really good, you can find all 30 cars, 10 character cards and nine power-ups along the way, but it's no cake walk.



REVENGE OF SHINOBI





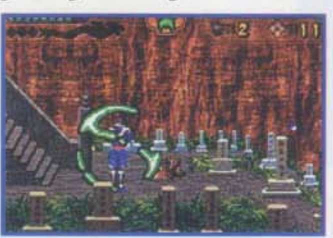


Violence

Based on the Sega Genesis game by the same name, side-scrolling classic Revenge of Shinobi makes its way to the GBA. Embark on an epic adventure as a lone ninja, Shinobi, with a quest to vanquish five elemental shoguns and retrieve the magical swords in their possession. Travel through the empire in search of each shogun, gaining in strength and skill as you go.



Battle through enemy ninjas and other magical foes along your journey to find the five elemental swords and the legendary shoguns that hold them. As a ninja, you are quick with the blade and shuriken.



Shinobi can cast a variety of spells to vanquish his enemies. When you learn a new spell, experiment with it to discover which spells work best in each situation. Spells can often sway a battle in your favor.



Each enemy has its own attack style, so counter with different techniques to yield the best results. Roll, jump and charge to catch the enemy off guard. Speed and accuracy are the ninja's way.



Enemies will grow more and more powerful as you advance in your quest. The foes you'll face guard secrets that will help you solve the ancient mysteries.



Sometimes you'll encounter a locked door. Look for a key nearby to unlock the door and enter the building. Valuable weapons and spells often lie inside.



POWER PLAY

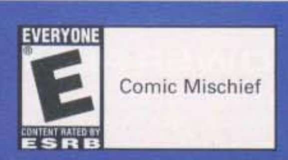
Search everywhere for scrolls to learn new magic spells. Shinobi starts with no magic but can find the first scroll in the Bamboo Swamp. Once you've found a spell scroll, the spell is always available.



SUPER MONKEY BALL JR.







Comic Mischief

The Monkey Ball craze spins onto the Game Boy Advance in Sega's newest addition to the series, Super Monkey Ball Jr. Roll along each challenging stage as your favorite simian—AiAi, MeeMee, GonGon or Baby—collecting bananas and balancing your way through perils. You can also enjoy monkey-style minigames such as the popular Monkey Bowling and Monkey Golf.



Grab all the bananas you can as you roll and tumble toward the goal. Don't get too close to the edge though—it's a long way down! You can unlock more levels as you play through Normal Mode.



When you get every banana in a level and finish quickly enough, you'll rack up some serious points. If you've skipped some bananas and you have enough time left, go back and pick up the remaining bananas.



Build your skills as you pass each level—there's a difficulty setting for every player type. The levels become more and more challenging as you progress from beginner to advanced to expert.



Take your Monkey Ball skills to a whole new level. Pick your favorite Monkey Ball character and try one of four unique minigames to add to the fun.



Enjoy the topsy-turvy action with your friends. Link up with two to three friends, or take turns on one GBA with up to four players. May the best monkey win!



POWER PLAY

Some floors have more than one goal. Scout out both paths and try to find the one that will give you the most points and bananas for a perfect score. Usually the tougher choice yields the better rewards.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES JANUARY 2003

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

JAMES BOND 007: NIGHTFIRE

Undercover and over the top, Bond's latest is a crowd-pleaser.

From the opening car chase in the streets of Paris to the complex story involving stolen weapons and a criminal mastermind, EA's latest 007 adventure is pure Bond—James Bond. Twelve missions in 10 international locations mix first-person-perspective action with five high-speed vehicle sequences that allow you to take the secret agent's Aston Martin V12 Vanquish out on the open road. Equipped with a spy camera, a wristwatch laser, a grappling device and a large collection of firearms, you must infiltrate enemy headquarters, gather intelligence and battle henchmen in an effort to save the world. An automatic aiming system and reminders of where you can use your high-tech gadgets help ensure mission success and keep the game moving at a pace that rivals that of the 007 films.

The player-controlled character is the perfect likeness of Pierce Brosnan, and the music, sound effects and graphics are all well executed. The game's driving sequences make use of the Need for Speed engine, and they are every bit as much of a rush as the rest of the game.

Multiplayer options allow up to four players to compete or cooperate in 12 scenarios, some of which you will unlock as you advance through the single-player missions.

COMMENTS: Steven—From the gadgets to the double entendres, Nightfire is among the most authentic Bond games ever devised. Ambient effects, such as snowflakes drifting over a gunfight, elevate what could have been just an excuse for a fragfest into a cinematic experience. Chris—Easily the best James Bond game since GoldenEye. Each level is different from the last, keeping the interest level high. Jessica—Smooth movement, great music and a captivating story line will keep Bond fans coming back for more.

- EA 2
- 1 to 4 players simultaneously

ALAN	★★★★
CHRIS	★★★★½
JESSICA	★★★★½
SCOTT	★★★★½
STEVEN	★★★★½

TEEN — Suggestive Themes, Violence

STAR WARS JEDI KNIGHT II: JEDI OUTCAST



LucasArts and Activision perform Jedi Mind Tricks on the GCN.

The third installment of the popular first-person PC adventure series that began with *Star Wars*: Dark Forces comes to the GCN with new multiplayer features and a bonus mission. *Star Wars* Jedi Knight II: Jedi Outcast follows Rebel agent Kyle Katarn years after his battle with Jerec in the Valley of the Jedi. Along with his partner, Jan Ors, the former Jedi Knight must investigate the source of a curious transmission on an abandoned Imperial outpost. The adventure continues through more than 20 long stormtrooper-battling missions in which Kyle trades his blasters for his old weapon—the lightsaber—and fights foes with the Force Push and other Jedi Mind Tricks.

Using a modified Quake III Team Arena engine, the game is a fast-paced first-person adventure with plenty of puzzles and exciting battles. When you switch to the lightsaber, the camera switches to third-person perspective to let you better handle the weapon's offensive and defensive moves.

Two players can step into the Jedi Arena and fight each other, along with up to 14 computer-controlled battlers in six multiplayer games, including Capture the Flag and Free for All.



COMMENTS: Steven—Jedi Knight II honors *Star Wars* mythology and extends the story line in a new direction. Otherworldly technology and techno-eerie sounds are among the touches that elevate this FPS above many others. Alan—It can be difficult to distinguish objects that you can manipulate with objects that are just part of the background. You often have to find a switch that looks like every other non-interactable switch in the area. Scott—Jedi Outcast tells an unfamiliar tale in the *Star Wars* universe, and that's exciting. If you love action, it's worth exploring.

- LucasArts 24
- 1 to 2 players simultaneously

ALAN	★★★½
CHRIS	★★★
GEORGE	★★★½
SCOTT	★★★★
STEVEN	★★★★½

TEEN — Violence

MEDAL OF HONOR: FRONTLINE

Historical accuracy contributes to a compelling WWII battle experience.

June 6, 1944—as Lt. Jimmy Patterson, U.S. Army, you play an instrumental role in the D-Day invasion and five other major missions in the first GCN installment of EA's powerful Medal of Honor series. Working with the Congressional Medal of Honor Society and World War II historians, the game's development team has created a chaotic and realistic battle environment filled with flying bullets and exploding mortars. The first-person-perspective action is confusing at first, but confusion is part of the game. Squadmates shout instructions over the sound of gunfire and whistling bombs as fellow soldiers fall to the ground. Although it's not quite as graphic as *Saving Private Ryan*, the game's depiction of war is brutal and intense.

From the beach of Normandy, your adventure continues through war-torn villages, into a German U-boat and behind enemy lines, where you must steal an experimental Nazi weapon before the enemies can use it to turn the tide of the war. As you progress, you'll take control of more than 20 authentic weapons, including the Browning automatic rifle, the Colt .45 and the Panzerschreck rocket launcher.

Up to four players can try multiplayer mode's eight different environments, which include open exteriors and confined interiors. Players can team up or go head-to-head.



COMMENTS: Alan—The D-Day mission is one of the most intense and awesome levels I've played in a long time. The rest of the game is still great fun—it's just a lot more straigtforward. Scott—The historical element makes the action compelling. The multiplayer mode is a nice extra for GCN players. Jessica—A must-have for any war game enthusiast.

- EA 4
- 1 to 4 players simultaneously

ALAN	★★★★½
CHRIS	★★★★
GEORGE	★★★★½
JESSICA	★★★★½
STEVEN	★★★★

TEEN — Violence

BUTT-UGLY MARTIANS: ZOOM OR DOOM!

- Vivendi Universal (1)
- 1 to 2 players simultaneously




Comic Mischief



Wacky sci-fi cart-racing with Butt-Ugly Martians characters flies to the GCN in Zoom or Doom. Choose from seven characters (two of which are unlockable) hop onto an OMAB (One-Martian Air Bike) and soar along nine tracks. Power-up items include a tractor beam, a teleporter and a temporary auto-pilot. You can enter the multirace Conqueror's Cup or take on single race challenges. The tracks are narrow, but they have branching paths.



EVOLUTION SKATEBOARDING

- Konami (27)
- 1 to 2 players simultaneously



Blood
Mild Lyrics
Mild Violence



Eight professional skaters, each with a different track through six mission-based stages, perform more than 70 tricks in Konami's take on extreme sports. The graphics and game basics are not up to par with those of THPS 4, but Evolution Skateboarding does bring something new to the genre—boss battles that test your trick skills like no other skateboarding game. Seven game modes include a tutorial and two-player competitions.



MEN IN BLACK II: ALIEN ESCAPE

- Infogrames (3)
- 1 player



Blood
Comic Mischief
Violence



A ship carrying intergalactic criminals has crash-landed on Earth, leaving Agents Jay and Kay to clean up the alien scum in a single-player shooter based on the hit movie. After you defeat one alien horde with your choice of the two agents, a door will open to allow you to move on to the next group of creatures. Each agent has his own signature weapons. The game features five long missions, unlockable training sessions and a Boss Mode.



MONSTER JAM: MAXIMUM DESTRUCTION

- Ubi Soft (7)
- 1 to 2 players simultaneously



Violence



Monster trucks go head-to-head in a wild demolition derby that features exhibition matches, season play and six minigames. Choose from 20 different trucks (including Spider-Man- and Wolverine-themed vehicles) and take to the track. As you run into or race competing vehicles, you can pick up truck-fixing power-ups or weapons that let you deal damage from a distance. The last truck in the arena wins.



STREET HOOPS

- Activision (2)
- 1 to 4 players simultaneously



Gambling
Strong Lyrics



Taking a more realistic approach to organized community-court basketball than NBA Street, Activision's Street Hoops presents five-on-five action in 14 settings, such as New York's Rucker Park and Philadelphia's 11th and Lombard. You can play in a tournament or join in a full- or half-court pickup game with options for one, two or three ballers per team. Use the cash that you earn from winning games to add stats to created players.



BALDUR'S GATE: DARK ALLIANCE

- Interplay (30)
- 1 to 2 players simultaneously



Blood
Use of Alcohol
Violence



The third edition of the Dungeons & Dragons rule set provides the statistics for action-oriented RPG Baldur's Gate. A lone adventurer or two players working cooperatively can choose from three characters—a human archer, a dwarven fighter or an elven sorceress—and enter a world of ice caverns, swamp lands, Frost Giants and dragons. The action is shown from an overhead view, with small characters in detailed environments.



CUBIVORE

- Atlus (13)
- 1 player



Suggestive Themes
Violence



Gray cubes with puffy clouds painted on their faces float over flat fields of green in the surreal world of Cubivore. The object of the game is to guide a cubelike "pig" through the wilderness, battling other creatures and eating their meat. As you advance, your creature will mutate, grow horns and fangs, mate and eventually die, leaving its legacy to its offspring. Strange, creative and compelling—Cubivore is a game like no other.



DIE HARD: VENDETTA

- Sierra (6)
- 1 player



Blood
Strong Language
Violence



The bullets and smart remarks fly at rapid-fire pace in John McClane's GCN-exclusive return to active duty. Featuring a new story with characters from the original *Die Hard* film, Die Hard: Vendetta is a first-person shooter that pits McClane against Hans Gruber's son. The dynamic cinema cam uses fast cuts for a movielike feel. Hero Mode slows down the bad guys and leaves your movement in real time for explosive results.



DISNEY SPORTS FOOTBALL

- Konami (41)
- 1 to 4 players simultaneously





Up to four players choose from 10 teams in a wacky football exercise that has a distinctive Disney flair. Four game modes include the Challenge Cup, in which you take on the entire league one team at a time, and Practice, which allows you to go over the same play as many times as you like. With victories, you earn special items and magic abilities. Use them to boost your stats in the middle of a game and give your team the advantage.



DISNEY SPORTS SKATEBOARDING

- Konami (7)
- 1 to 2 players simultaneously





The Disney Sports Network turns its attention to skateboarding in a trick-packed extreme sports competition for one or two players. Six selectable characters are rated in five categories. They range from well-rounded Mickey to Pete, who is great in speed, strength and accuracy but lacking in spinning and jumping abilities. Challenge Mode presents five objectives in each of six locations. Trick Championship Mode rewards high scorers.



DISNEY SPORTS SOCCER

- Konami (15)
- 1 to 4 players simultaneously





The Disney gang's soccer slam is a real kick. Eight teams compete in exhibition matches, the tournamentlike Dream Cup and the seasonlike Challenge Cup. The camera stays close to the characters, while a map shows player positions on the field. When you earn special shoes, you can perform magic shots and other cool moves. You can trade shoes in the GBA version of the game by using the link cable that connects the GCN with the GBA.



HOT WHEELS: VELOCITY X

- THQ (1)
- 1 to 4 players simultaneously



Violence



Max Justice and his pal, GearHead, take off for a fast and fun racing adventure through six big environments in Hot Wheels: Velocity X. As you guide Max to his destination, play demolition derby with enemy vehicles and take on additional driving challenges, you'll unlock cars (more than 30 total) and up to 12 gadgets. Multiplayer options let up to four players to race or battle. The last car running wins.



MONOPOLY PARTY
- Infogrames 4
- 1 to 4 players simultaneously





Hasbro's real-estate-collection classic comes to the GCN in a faithful adaptation. Boards, playing pieces and building sets are presented in five themes, including sci-fi and fantasy. In Party Mode, all players take their turns at the same time, ensuring a fast and fun pace. Since many Monopoly players like to change the game's rules, customizable features allow players to adjust nearly every aspect of the game.



NICKELODEON PARTY BLAST
- Infogrames 2
- 1 to 4 players simultaneously



Comic Mischief



Jimmy Neutron, Otto Rocket, Spongebob Squarepants and five other Nickelodeon cartoon stars gather for an action-packed party blast for up to four players. The main game is a nonstop food fight among four characters. The object is to toss food at your opponents while staying out of the way of the flying food fray. There are four more game types, including a wacky basketball competition and a river race.



GODZILLA: DOMINATION!
- Infogrames/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link



Violence



A giant meteor is heading for Earth and its magnetic field is making monsters go on a rampage. The only monster that isn't causing havoc is the one that you control. Select from six famous giants from the world of Godzilla and take on a field of other bizarre beasts. Some Story Mode battles give you a computer-controlled partner. Multiplayer modes include a customizable fight, which allows you to select teams and arenas.



HOT WHEELS: VELOCITY X
- THQ/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link
- GCN connectivity





Take to the tracks for 37 missions of stunt-driving action with your choice of more than 30 Hot Wheels cars. As you take on a band of lawless racers, you will fly over jumps, drive through vertical loops and search for shortcuts, picking up power-ups as you go. Link the GBA game with the GCN version of the game, using a Nintendo GameCube Game Boy Advance Game Link Cable, to unlock a bonus car.



THE REVENGE OF SHINOBI
- THQ/64 Megabits
- 1 player



Violence



Side-scroller The Revenge of Shinobi jumps and slices its way to the GBA with original graphics and game play intact. As master ninja Shinobi, you must use a powerful sword, throwing stars and ninja spirit magic to take on five shogun lords who are corrupted by the power of their elemental swords. The game's play control and animation are a little rough, but overall, it provides lots of action and thrills.



SUPER MONKEY BALL JR.
- THQ/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link





Comic Mischief




The Monkey Ball series goes portable with 60 stages of monkey-rolling action plus four minigames (Monkey Fight, Monkey Race, Monkey Golf and Monkey Bowling), which you can unlock by earning points in the main game. Join AiAi, MeeMee, GonGon and Baby as they rock, roll, bump and fly to the goal in a perfect GBA adaptation of the GCN original. Success requires precise control and plenty of practice.





AGASSI: TENNIS GENERATION
- DreamCatcher/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link





Andre Agassi and nine fictional tennis pros face off in singles and doubles play in Agassi: Tennis Generation. Quick Match Mode allows you to play a single set in any of six locations. Arcade Mode sends you through a series of five different matches, and Championship Mode gives you the chance to play from the quarterfinals to the finals in an international tournament. Each location has a different type of playing surface.



DISNEY SPORTS BASKETBALL
- Konami/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link





Hit the hardwood for two-on-two hoops in a simplified but fun basketball game. Take on tournament play in Challenge Mode, jump into an exhibition game or increase your players' stats through Player Training. Create your team of two from six popular Disney characters and enhance their abilities with 27 items. A tutorial teaches you 23 basketball techniques. Six minigames also add to your training.



DISNEY SPORTS FOOTBALL
- Konami/128 Megabits
- 1 player





The Disney gang scores a touchdown with great gridiron fun. Select from three teams and take on a field of computer-controlled squads in a championship tournament. When you defeat a team captained by one of the Disney stars, he joins your team and brings his playbook with him. The game doesn't have as many features as Disney Sports Soccer or Basketball, but the variety is wide and play control is solid.



DISNEY SPORTS SKATEBOARDING
- Konami/128 Megabits
- 1 player





Four Disney characters (Mickey, Donald, Goofy and Minnie) compete on six courses in a crazy skateboarding demonstration. In Trick Attack Mode, you can unlock courses by reaching checkpoints, collecting items and performing tricks. Crowd Jam Mode challenges you to thrill a crowd with gravity-defying stunts. Play control is smooth and intuitive, but the variety of tricks is very limited.



DISNEY SPORTS SOCCER
- Konami/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link





With solid soccer action and tons of features, Disney Sports Soccer is a real winner. You can choose from six teams, each rated in three categories (power, technique and speed) and go up against the competition in the Dream Cup or the Challenge Cup. You can also test your soccer skills in six minigames, which increase in difficulty as you complete them. The 32 items that you can win in the Challenge Cup add to your skills.



DISNEY'S TARZAN: RETURN TO THE JUNGLE
- Activision/64 Megabits
- 1 player



Mild Violence



Nineteen side-scrolling, action-packed levels chart Tarzan's journey from boy to man in Disney's Tarzan: Return to the Jungle. Run, jump, climb, swim and swing from vines as you take on an evil queen, search for a lost city and battle dinosaur egg poachers. Your weapons include spears, boomerangs, powerful fists and strong lungs. When you let out a Tarzan yell, animal forces will come to your aid.



I SPY CHALLENGER!

- Scholastic/64 Megabits
- 1 player





Scholastic's I Spy Challenger! is a collection of four simple games that are designed to test the young player's ability to identify objects and match them with objects of the same type. Riddle Round-Up presents a list of items then challenges the player to find items from the list among a large selection. Hoop Drop asks players to drop items in hoops that already contain items of the same type.



NHL HITZ 20-03

- Midway/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link


Violence



Midway's power-packed NHL Hitz franchise comes to Game Boy Advance with a three-on-three hockey masterpiece. The action takes place in Exhibition and Season Modes. Select your favorite NHL team, choose three of nine available players, then hit the ice. The game moves at rapid-fire pace with excellent play control. The GBA version doesn't have the minigames of the GCN version, but the core game is loads of fun.



PHANTASY STAR COLLECTION

- THQ/64 Megabits
- 1 player


Violence



A classic Sega RPG series comes to the GBA. Phantasy Star Collection combines PS I, PS II and PS III: Generations of Doom, all on one epic Pak. Assemble adventuring parties, master the use of weapons and magic and embark on three journeys to save the planet Mota. Since the Pak presents the games in their original versions, the production values improve as you go from the first game to the third.



POWER RANGERS: WILD FORCE

- THQ/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link


Violence



The Power Rangers join forces to take on Orgs in a 10-stage overhead-view battler. Every Power Ranger has abilities in five categories: speed, jump, attack, vitality and skill. After you select your ranger, you can choose three allied rangers to come to your aid in team-up attacks. At the end of each stage, you'll go up against a boss then fight the same villain again in a Megazord battle. Multiple players team up for cooperative play.



POWERPUFF GIRLS: HIM AND SEEK

- BAM!/64 Megabits
- 1 player


Mild Violence



Blossom, Bubbles and Buttercup bust up a ring of crooks and go after the evil Him in a nine-level battle through the city of Townsville. You can select your favorite Powerpuff Girl, then fly through the city and dispel villains with special powers such as the Electricity Bolt, the Sonic Scream and the Starburst. Three unlockable minigames include Powerpuff Pinball and a dance game called Boogie Frights Fever.



REIGN OF FIRE

- BAM!/64 Megabits
- 1 player


Violence



The war between humans and dragons rages in Reign of Fire, a GBA adventure loosely based on the movie. You'll start by controlling a group of humans—harvesting crops, fighting dragons and putting out fires. You can fight on foot or control a variety of vehicles. After you complete several missions, you can switch sides and control an infant dragon, helping it grow, mature and fight the human hordes.

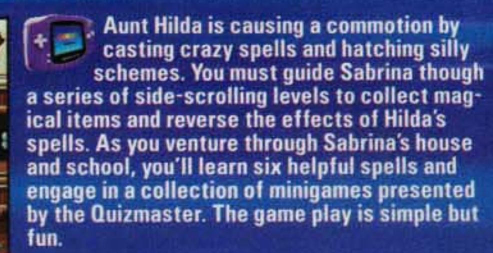


SABRINA THE TEENAGE WITCH: POTION COMMOTION

• Ubi Soft/32 Megabits
• 1 player







Aunt Hilda is causing a commotion by casting crazy spells and hatching silly schemes. You must guide Sabrina though a series of side-scrolling levels to collect magical items and reverse the effects of Hilda's spells. As you venture through Sabrina's house and school, you'll learn six helpful spells and engage in a collection of minigames presented by the Quizmaster. The game play is simple but fun.



SMUGGLER'S RUN

• Destination/64 Megabits
• 1 player





Pick up and deliver contraband while you elude the authorities in fast-moving vehicle battler Smuggler's Run. Smuggler's Mission Mode challenges you to embark on a smuggling career. Turf War Mode drops you right into the action in a race against computer-controlled rivals to pick up and deliver items. You can choose to battle in forest, desert or snow stages. A confusing navigation system makes finding checkpoints difficult.



SSX TRICKY

• EA/64 Megabits
• 1 player

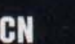
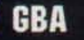




Eddie, Elise and 10 more stars of the slopes return for the GBA adaptation of the game that defined snowboarding thrills on the GCN. The portable version of SSX Tricky delivers single events and a World Circuit with two exciting play styles (race and showoff) on eight courses. The action is not quite as fast and frenzied, and the courses are not as wide open as they are in the original game.



KEY

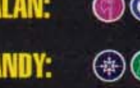
 GCN   GBA   GBC     
NUMBER OF MEMORY CARD BLOCKS REQUIRED

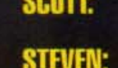
               

ADVENTURE · ARCADE · FIGHTING · PLATFORM · PUZZLE · RPG · RACING · SHOOTER · SPORTS · STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.



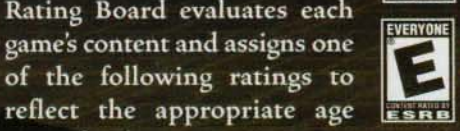
ALAN: 
ANDY: 
CHRIS: 
GEORGE: 
JESSICA: 
SCOTT: 
STEVEN: 



ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.



 Early Childhood
 Teen (13+)
 Adult (18+)
 Everyone
 Mature (17+)
 Rating Pending

To contact the ESRB, call 1-800-771-3772.

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Disney's Tarzan Untamed
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WTA Tour Tennis



Adventure Awaits



The Legend of Zelda: The Wind Waker

Link will set sail on his biggest, most epic adventure ever this spring. Watch for a wave of pictures and game play details in February.

High-Tech Tension!

Next month's GCN strategy coverage will review two tech-driven thrillers. Activision's Minority Report offers 3-D adventure set in the near future, and Ubi-Soft's The Sum of All Fears presents sharp-edged squad-based combat.



Minority Report



The Sum of All Fears

Great Previews and Reviews



***The Lord of the Rings:* The Two Towers**



***Star Wars* Bounty Hunter**



Pokémon Ruby and Sapphire



Rayman 3: Hoodlum Havoc

Plus!

- SKIES OF ARCADIA LEGENDS
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- YU-GI-OH! DUNGEON DICE MONSTERS (GBA)
- SONIC ADVANCE 2 (GBA)



Crash Bandicoot 2: N-Tranced (GBA)

Speed Special

February's Player's Poll Sweepstakes will heat up the winter chill with a huge Logitech Speed Force giveaway. Several NP readers with a need for speed will win the GCN-compatible steering wheel controller and a library of racing games.

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JANUARY

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1 New Year's Day	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20 Martin Luther King, Jr. Day (USA)	21	22	23	24	25
26	27	28	29	30	31	

FEBRUARY

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2 Groundhog Day	3	4	5	6	7	8
9	10	11	12	13	14 Valentine's Day	15
16	17 Presidents' Day (USA)	18	19	20	21	22
23	24	25	26	27	28	

MARCH

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17 St. Patrick's Day	18	19	20	21 Spring Sports Fair Vernal Equinox	22
23 / 30	24 / 31	25	26	27	28	29

APRIL

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 April Fools' Day	2	3	4	5 Cherry Blossom Festival
6 Cherry Blossom Festival Daylight Saving Time Begins	7 Cherry Blossom Festival	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22 Nature Day Earth Day	23	24	25	26
27	28	29	30			

MAY

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 Spring Cleaning	2	3
4	5	6	7	8	9	10
11 Mother's Day	12	13	14	15	16	17 Armed Forces Day (USA)
18	19 Victoria Day (Canada)	20	21	22	23	24
25	26 Memorial Day (USA)	27	28	29	30	31

JUNE

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1 Summer Fishing Tourney	2	3	4	5	6	7
8 Summer Fishing Tourney	9	10	11	12	13 Graduation Day	14 Flag Day (USA)
15 Summer Fishing Tourney Father's Day	16	17	18	19	20	21 Summer Solstice
22 Summer Fishing Tourney	23	24 Quebec Day (Canada)	25	26	27	28
29 Summer Fishing Tourney	30					

When summer sings its season, animals from other towns go on vacation and set up tents in your neck of the woods. Visit them! Campers may have fun games and gifts for you.



JULY

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 Canada Day (Canada)	2	3	4 Fireworks Show Independence Day (USA)	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25 Morning Aerobics through August 31	26
27	28	29	30	31		

AUGUST

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4	5	6	7	8	9
10	11	12 Meteor Shower	13	14	15	16
17	18	19	20	21 Founder's Day	22	23
24 / 31	25	26	27	28	29	30

SEPTEMBER

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1 Labor Day	2	3	4	5	6
7	8	9	10 Harvest Moon	11	12	13
14	15	16	17	18	19	20
21	22	23 Fall Sports Fair Autumnal Equinox	24	25	26	27
28	29	30				

OCTOBER

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4
5	6	7	8	9	10	11
12	13 Explorer's Day Columbus Day (USA) Thanksgiving (Canada)	14	15 Mushrooming Season through October 25th	16	17	18
19	20	21	22	23	24	25
26 Daylight Saving Time Ends	27	28	29	30	31 Halloween	

NOVEMBER

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2 Fall Fishing Tourney	3	4 Mayor's Day Election (USA)	5	6	7	8
9 Fall Fishing Tourney	10	11 Officer's Day Veterans Day (USA) Remembrance Day (Canada)	12	13	14	15
16 Fall Fishing Tourney	17	18	19	20	21	22
23 Fall Fishing Tourney / Fall Fishing Tourney 30	24	25	26	27 Harvest Festival Thanksgiving (USA)	28 Sale Day	29

DECEMBER

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1 Snow Day	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22 Winter Solstice	23 Toy Day	24 Jingle Comes to Town	25	26	27
28	29	30	31 New Year's Eve			

When the snow starts blowing, two frosty phenomena begin to appear. If small snowballs pop up, roll two together to assemble a special visitor, the Snowman! Igloos might also spring up, and their residents often have cool games and gifts for you!